

Exhibit C

Conception

## **Exhibit C1**

# eStream Application Install Manager Low Level Design

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## Functionality

The Application Install Manager (AIM) is a component of the eStream client executable. It is responsible for installing and uninstalling eStream applications at the request of the License Subscription Manager (LSM). AIM uses the information contained in an AppInstallBlock to prepare the user's system for execution of a given eStream application. It creates registry entries, copies files, and updates the file spoofing database. The user can then launch his application via a local shortcut or a shortcut on the eStream drive. Uninstallation involves undoing all changes made to the user's system by AIM during installation.

## Data type definitions

This component uses the AppInstallBlock, but doesn't define it. This is defined in a low-level design document for the Builder component.

The AppInstallBlock is a binary data file with a versioned interface, basically consisting of:

- a header
- a list of files to install or send to the file spoofer
- a list of registry entries to install or remove
- a set of prefetch requests to communicate to the profile/prefetch component
- a set of initial profile data to communicate to the profile/prefetch component (post-version 1.0)
- a comment section
- an embedded DLL that can be loaded and executed for custom install needs
- a section containing a license agreement to be shown to the user

Many of the AIMsc functions take an AIBFileRef as an argument, which is an opaque pointer to the following structure:

```
typedef struct
{
    HANDLE          FileHandle;
    AIBFileHeader   FileHeader;
    AIBIndexEntry   *IndexEntries;
    LPCTSTR         AppName;
```

```
} AIBFileInfo, *pAIBFileInfo;
```

It is assumed that an external header file will be available that defines structures such as AIBFileHeader and AIBIndexEntry. For now, refer to the AppInstallBlock-LLD for how they might be defined.

Also, each application has a prefetch data file created for it an install time that is initialized with prefetch data from the AppInstallBlock. This data file is named and located as described in the Component Design section, and just consists of a non-padded list of the following structures:

```
typedef struct
{
    UINT32  FileNumber;
    UINT32  BlockNumber;

} PrefetchItem, *pPrefetchItem;
```

The following data types are used in the AIM and AIMsc interfaces:

```
typedef void *AIBFileRef;
```

Error codes that are assumed to be defined somewhere are:

```
SUCCESS (0)
ERROR_BUFFER_TOO_SMALL
```

## Interface definitions

### Application installation/uninstallation

There are only two functions exposed by AIM, one for application installation, and another for application uninstallation. Only the License Subscription Manager will be calling these functions.

#### **UINT32**

***AIMInstallApplication(UINT8 AppId[16], LPCTSTR PathToAIB)***

#### **Parameters**

*AppId*

[in] The application ID of the eStream application to install.



*PathToAIB*

[in] Pointer to a null-terminated string that specifies a path to an AppInstallBlock file to install.

**Return Values**

SUCCESS (0) if all the actions specified in the AppInstallBlock were performed successfully, an error code otherwise.

**Comments**

None.

**UINT32**

**AIMUninstallApplication(UINT8 Appld[16])**

**Parameters**

*Appld*

[in] The application ID of an existing eStream application to uninstall.

**Return Values**

If the specified application ID is not recognized, or the original AppInstallBlock is not found, an error code will be returned. Otherwise, AIM will make an attempt to undo all of the actions it performed while installing this application. It will return SUCCESS (0) if it undid enough of these actions so that any future installation of the same application will succeed.

**Comments**

None.

**AIM Sub-Component Interface**

Much of the functionality required by the AIM design will be useful to the Builder testing framework as well. This functionality will be treated as a sub-component within the AIM component, called AIMsc, and will export a well-defined interface. That interface is defined as follows.

**UINT32**

**AIMscOpenAppInstallBlock(LPCTSTR PathToAIB, AIBFileRef \*pAIBFile)**

**Parameters**

*PathToAIB*

[in] Pointer to a null-terminated string that specifies a path to an AppInstallBlock file to open.

*pAIBFile*

[out] Returns a reference to an open AppInstallBlock file.

**Return Values**

SUCCESS (0) if the AppInstallBlock was opened successfully and validated, an error code otherwise.

**Comments**

The reference returned by this function can be used as a parameter to any of the other functions that take an AIBFileRef.

**UINT32**

***AIMscCloseAppInstallBlock(AIBFileRef AIBFile)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

**Return Values**

SUCCESS (0) if the close succeeded, an error code otherwise.

**Comments**

None.

**void**

***AIMscGetAIBVersion(AIBFileRef AIBFile, UINT32 \*pAIBVersion)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pAIBVersion*

[out] Returns the value of the AibVersion field in the AppInstallBlock.

**Return Values**

SUCCESS (0) if the value was successfully retrieved, an error code otherwise.

**Comments**

None.

**void**

***AIMscGetAIBAppld(AIBFileRef AIBFile, UINT8 pAIBAppld[16])***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pAIBVersion*

[out] Returns the value of the AppId field in the AppInstallBlock.

**Return Values**

SUCCESS (0) if the value was successfully retrieved, an error code otherwise.

**Comments**

None.

**void**

***AIMscGetAIBVersionNo(AIBFileRef AIBFile, UINT32 \*pAIBVersionNo)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pAIBVersionNo*

[out] Returns the value of the VersionNo field in the AppInstallBlock.

#### Return Values

SUCCESS (0) if the value was successfully retrieved, an error code otherwise.

#### Comments

None.

```
void  
AIMscGetAIBShouldReboot(  
    AIBFileRef    AIBFile,  
    BOOLEAN       *pAIBShouldReboot)
```

#### Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pAIBShouldReboot*

[out] Returns the value of the ShouldReboot flag in the AppInstallBlock.

#### Return Values

SUCCESS (0) if the value was successfully retrieved, an error code otherwise.

#### Comments

None.

```
UINT32  
AIMscGetAIBAppName(  
    AIBFileRef AIBFile,  
    LPTSTR     pAIBAppName,  
    UINT16     *pSizeAIBAppName)
```

#### Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pAIBAppName*

[out] The value of the ApplicationName field in the AppInstallBlock is copied into the memory pointed to by this address (it will be null terminated).

*pSizeAIBAppName*

[in, out] On input, should point to the size of the memory at *pAIBAppName*. On output, will point to the total bytes needed to hold the entire string if ERROR\_BUFFER\_TOO\_SMALL is returned, otherwise is undefined.

#### Return Values

SUCCESS (0) if the value was successfully retrieved, ERROR\_BUFFER\_TOO\_SMALL if the buffer is too small to hold the entire string, or another error code otherwise.

#### Comments

None.

**UINT32**

**AIMscCheckAIBCompatibleOS(  
AIBFileRef AIBFile,  
BOOLEAN \*pWasOSCompatible)**

#### Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*pWasOSCompatible*

[out] Returns TRUE if the AppInstallBlock can be installed on the current OS, FALSE otherwise.

#### Return Values

SUCCESS (0) if the OS version was successfully retrieved and checked, an error code otherwise.

#### Comments

This function will check if the currently installed operating system and service is compatible with the specified AppInstallBlock (using the compatibility information contained in the AppInstallBlock). If not, it will display a detailed message to the user and return FALSE in *pWasOSCompatible*, otherwise it will do nothing and return TRUE in *pWasOSCompatible*.

**UINT32**

**AIMscInstallAppFiles(**

**AIBFileRef      AIBFile,**  
**HKEY            SpoofKey,**  
**HKEY            SpoofRefCountKey,**  
**LPCTSTR        InstallLogFile,**  
**BOOLEAN        \*plsRebootNeeded)**

#### **Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*SpoofKey*

[in] An open handle to the registry key where file-spoofing data is stored.

*SpoofRefCountKey*

[in] An open handle to the registry key where file-spoofing reference counts are stored.

*InstallLogFile*

[in] A null-terminated string representing the path to a text file to which change entries should be added.

*pIsRebootNeeded*

[out] Returns TRUE if a reboot is needed to complete the file copying, FALSE otherwise.

#### **Return Values**

SUCCESS (0) if all file install operations succeeded, an error code otherwise.

#### **Comments**

This function will perform the file copies and add the file spoofing entries specified in the File section of the AppInstallBlock. Changes will be appended to the install log file (it is created if it doesn't already exist).

For the sake of getting an error back to the user as soon as possible, this function will not undo file copies or spoof entry additions if it fails. **AIMscUninstallAppFiles** should be called to do so after the caller informs the user of the error.

**UINT32**

**AIMscUninstallAppFiles(  
    AIBFileRef        AIBFile,  
    HKEY              SpoofKey,  
    HKEY              SpoofRefCountKey,  
    LPCTSTR           InstallLogFile,  
    BOOLEAN           \*plsRebootNeeded)**

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*SpoofKey*

[in] An open handle to the registry key where file-spoofing data is stored.

*SpoofRefCountKey*

[in] An open handle to the registry key where file-spoofing reference counts are stored.

*InstallLogFile*

[in] A null-terminated string representing the path to a text file to which change entries should be added.

*plsRebootNeeded*

[out] Returns TRUE if a reboot is needed to complete the file deletions, FALSE otherwise.

**Return Values**

SUCCESS (0) if enough of the file install operations were reversed so that re-installation will succeed and so that the system is in a consistent state. Otherwise, an error code is returned.

#### Comments

This function will reverse the file additions and remove the file spoof database entries specified in the install log file.

**UINT32**

**AIMscInstallAppVariables(  
    AIBFileRef AIBFile,  
    LPCTSTR InstallLogFile)**

#### Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*InstallLogFile*

[in] A null-terminated string representing the path to a text file to which change entries should be added.

#### Return Values

SUCCESS (0) if all variable modifications succeeded, an error code otherwise.

#### Comments

This function will perform the add/remove variable (i.e. registry entry) changes specified in the Variable section of the AppInstallBlock. Changes will be appended to the install log file (it is created if it doesn't already exist).

For the sake of getting an error back to the user as soon as possible, this function will not undo registry modifications if it fails. **AIMscUninstallAppVariables** should be called to do so after informing the user of the error.

**UINT32**

**AIMscUninstallAppVariables(  
    AIBFileRef AIBFile,  
    LPCTSTR InstallLogFile)**

#### Parameters



*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock.

*InstallLogFile*

[in] A null-terminated string representing the path to a text file to which change entries should be added.

**Return Values**

SUCCESS (0) if enough of the variable changes were reversed so that re-installation will succeed and so that the registry is in a consistent state. Otherwise, an error code is returned.

**Comments**

This function will reverse the add/remove variable (i.e. registry entry) changes specified in the install log file.

**UINT32**

***AIMscInstallAppPrefetchFile(AIBFileRef AIBFile, LPCTSTR PrefetchFile)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*PrefetchFile*

[in] A null-terminated string representing the path to the prefetch file to be created.

**Return Values**

SUCCESS (0) if prefetch block installation succeeded, an error code otherwise.

**Comments**

This function will install the prefetch information contained in the Prefetch section of the AppInstallBlock into *PrefetchFile*.

**UINT32**

***AIMscUninstallAppPrefetchFile(AIBFileRef AIBFile, LPCTSTR PrefetchFile)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*PrefetchFile*

[in] A null-terminated string representing the path to the prefetch file to be uninstalled.

**Return Values**

SUCCESS (0) if prefetch block uninstallation succeeded, an error code otherwise.

**Comments**

This function will remove the prefetch information stored at *PrefetchFile*.

**UINT32**

***AIMscInstallAppProfileFile(AIBFileRef AIBFile, LPCTSTR ProfileFile)***

**UINT32**

***AIMscUninstallAppProfileFile(AIBFileRef AIBFile, LPCTSTR ProfileFile)***

(NOT FUNCTIONAL IN ESTREAM 1.0)

**UINT32**

***AIMscCallCustomInstall(AIBFileRef AIBFile)***

**Parameters**

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

**Return Values**

An error code if the custom code .dll could not be extracted, loaded and called. Otherwise, returns the value returned by the *Install()* function in the custom code .dll.

## Comments

This function will extract and load the custom code .dll included in the Code section of the AppInstallBlock, and then call the exported .dll function named *Install()*.

**UINT32**

**AIMscCallCustomUninstall(AIBFileRef AIBFile)**

## Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

## Return Values

An error code if the custom code .dll could not be extracted, loaded and called. Otherwise, returns the value returned by the *Uninstall()* function in the custom code .dll.

## Comments

This function will extract and load the custom code .dll included in the Code section of the AppInstallBlock, and then call the exported .dll function named *Uninstall()*.

**UINT32**

**AIMscEnforceLicenseAgreement(  
AIBFileRef AIBFile,  
BOOLEAN \*pBUserAgreed)**

## Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

*pBUserAgreed*

[out] Returns TRUE if the user agreed to the license terms, FALSE otherwise.

## Return Values

SUCCESS (0) if the license agreement was successfully displayed, an error code otherwise.

#### Comments

This function will extract the license agreement text included in the LicenseAgreement section of the AppInstallBlock and display it to the user. The user will be given the option to agree or not agree to the license (probably via a pair of buttons in a dialog).

#### UINT32

#### *AIMscDisplayComment(AIBFileRef AIBFile)*

#### Parameters

*AIBFile*

[in] An opaque reference to an open AppInstallBlock previously returned by AIMscOpenAppInstallBlock

#### Return Values

SUCCESS (0) if the comment was successfully displayed, an error code otherwise.

#### Comments

This function will display to the user the comment included in the Comment section of the AppInstallBlock.

## Component design

AIMsc does not have hard-coded knowledge regarding any of the standard registry and file locations used by AIM, which is why the functions in its interface take as inputs specifiers for filenames and base registry locations. Conversely, AIM itself has no knowledge of the internal structure of the AppInstallBlock file, which is why it must call AIMsc functions to work with such files.

Expansion is performed on registry entries and file paths containing certain variables, when they are read from the AppInstallBlock. These variables are defined in the Builder-LLD and will be recognized and expanded by AIM. (This includes file-spoof entries.)

AIM stores its data in the expected places for an eStream client component. All of the data AIM stores is user-specific, so it makes no use of the global locations defined for eStreams.

## Registry keys

AIM stores its registry keys and values under:

HKEY\_CURRENT\_USER\SOFTWARE\Omnishift\eStream\AIM

This key will have its permissions modified so that ordinary users cannot modify the key (but the eStream client service will be given privileges so that it can do so). Here are the subkeys AIM places under this key:

### “SpoofEntries”

Spoof entries are placed here. All spoofing is done globally, so there is no need to place it under an eStream-app specific key. Each value under this key is a pair of pathnames as follows:

<old-pathname> (REG\_SZ)  
- <spoofed-pathname>

### “SpoofEntriesRefCounts”

Reference counting for spoof entries is done here. If multiple eStream apps are installed that want to spoof the same file, the entries must be ref-counted so that uninstall does not break the other apps. Each value under this key is a pair like this:

<old-pathname> (REG\_DWORD)  
- <ref-count>

Every value under SpoofEntries has a value under SpoofEntriesRefCounts with the same value name.

### “<AppId>”

Every installed eStream app has its own subkey whose name is a string representation of its AppId, like so: “{00000000-0000-0000-0000-000000000000}”. The values stored under each such key are:

AppId (REG\_BINARY)  
- AppId in binary form (16 bytes)  
AppName (REG\_SZ)  
- name of the application (same as in the AppInstallBlock)

**AppInstallBlockPath (REG\_SZ)**

- path to the AppInstallBlock for the application

**AppInstallState (REG\_DWORD)**

- a value of 0 means app is installed, 1 means install is in progress, 2 mean uninstall is in progress.

**Files**

AIM stores per-user files at the following path:

(Path to the user's home directory)\Application Data\Omnishift\eStream\AIM

For each installed application, a separate data folder is created. The name of the folder is the AppId of the application in GUID ASCII format, like so: "{00000000-0000-0000-0000-000000000000}". The files stored under each such folder are:

<GUID string>-AIB.dat	- the AppInstallBlock file for the application
<GUID string>-Prefetch.dat	- the prefetch data file for the application
InstallLog.txt	- a generated log of what to do during uninstall

The Prefetch data file is simply an array of PrefetchItem structures (as described in the Data Structures section).

The InstallLog.txt is a list of undoable actions taken during installation. This log will be used during uninstall to determine which files and entries are safe to remove. Each line in the file contains one change, and is of the form:

ADDED or OVERWROTE or SPOOFED FILE "<filename>" (fully qualified)  
ADDED or OVERWROTE KEY "<keyname>" (fully qualified)  
ADDED or OVERWROTE VALUE "<valuenam>" (fully qualified)

**AIMInstallApplication Prototype**

Installing an eStream application consists of the following steps:

1. Preparing for the installation
2. Displaying a license agreement to the user and having him agree to it
3. Installing all required local files and spoof entries for this app
4. Setting/removing registry entries as required
5. Initializing the profile and prefetch data for this app
6. Performing any required custom installation tasks
7. Displaying the comment to the user if required
8. Completing the installation
9. Rebooting the computer if necessary

AIM's policy is that if it encounters any fatal error during the execution of **AIMInstallApplication**, it will attempt to undo everything it did before returning. AIM also gracefully handles aborted installs and uninstalls.

### ***Step 1 – Preparing for the installation***

First, AIM checks if the application is already installed by looking for an AppId registry key for the specified AppId. If found, then the AppInstallInProgress registry value is checked. If it exists and is 1, the user is asked if he wants to re-install, otherwise, he is asked to restart an aborted or damaged installation. If the user says no, **AIMInstallApplication** cleans up and exits with an error.

Next, a free disk space check is performed to ensure that enough disk space is available for the install. The available free space must be at least twice the size of the AppInstallBlock to proceed.

Next, an AppId folder is created for the app (described earlier), and the AppInstallBlock file is copied to this folder. AIM then opens the AppInstallBlock using **AIMScOpenAppInstallBlock**. Then the AppId registry key is created and the four defined values created and initialized. The AppInstallState value in particular is set to 1 to indicate an install is in progress. If any of these operations fail, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 2 – Displaying the license***

**AIMScEnforceLicenseAgreement** is called to display the license text to the user and ask for his agreement. If the function fails or if the user's response is returned as FALSE, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 3 – Installing local files***

The install log file to be used for this application is created or open and truncated. **AIMScInstallAppFiles** is called to copy the install files to the computer and to create the spoof entries specified in the AppInstallBlock. Handles to the spoof subkey and the spoof refcount subkey are opened and passed to this function, as well as a path to the newly created install log file. If the function fails, **AIMInstallApplication** cleans up and exits with an error.

If it succeeds, a boolean is returned indicating whether a reboot needs to occur due to shared files being overwritten. This value is remembered for use in step 10.

### ***Step 4 – Modifying the registry***

**AIMScInstallAppVariables** is called to perform the registry modifications specified in the AppInstallBlock. If the function fails, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 5 – Initializing profile/prefetch data***

**AIMscInstallAppPrefetchFile** is called to create and initialize the prefetch file for this application. The file has the structure specified in the Data Structures section of this document. This function takes a path to the prefetch file to be created. If the function fails, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 6 – Performing custom install tasks***

**AIMscCallCustomInstall** is called to extract the custom code .dll contained in the AppInstallBlock and to call the *Install()* function it exports. If **AIMscCallCustomInstall** fails, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 7 – Displaying a comment***

**AIMscDisplayComment** is called to display any comment to the user contained in the appropriate section of the AppInstallblock. If this function fails, **AIMInstallApplication** cleans up and exits with an error.

### ***Step 8 – Completing the installation***

The AppInstallInProgress registry value is set to 0 to indicate the install is complete. **AIMscOpenAppInstallBlock** is called to close the AIBFileRef opened in step 1, and any handles to open registry keys are also closed.

### ***Step 9 – Rebooting the computer (if necessary)***

If **AIMscInstallAppFiles** in step 3 returned a value indicating a user reboot is necessary, or if **AIMscGetAIBShouldReboot** is called and returns a value of TRUE, the user is asked to reboot. Otherwise, no reboot is performed and the application is ready to be run. **AIMInstallApplication** exits returning SUCCESS (0).

## **AIMUninstallApplication Prototype**

Uninstalling an eStream application consists of the following steps:

1. Preparing for the uninstallation
2. Undoing all modifications done to the registry during install
3. Undoing all file copies performed during install and removing spoof entries for this app
4. Deleting the profile/prefetch data for this application
5. Performing any required custom uninstallation tasks
6. Completing the uninstallation
7. Rebooting the computer if necessary



If the uninstallation fails for any reason, **AIMUninstallApplication** will tell the user that the uninstall has failed and that he should attempt to re-install the application before trying to uninstall again.

### ***Step 1 – Preparing for the uninstallation***

First, AIM checks if the application is already installed by looking for the AppId registry key corresponding to the specified AppId. If not found, then **AIMUninstallApplication** exits with an error.

Then, the AppInstallState value is set to 2 to indicate an uninstall is in progress. **AIMscOpenAppInstallBlock** is called to open the AppInstallBlock at the path specified by the AppInstallBlockPath key. If this fails, then **AIMUninstallApplication** exits with an error.

### ***Step 2 – Undoing registry modifications***

**AIMscUninstallAppVariables** is called to reverse the registry modifications specified in the AppInstallBlock. If the function fails, uninstall cannot proceed safely and **AIMUninstallApplication** exits with an error.

### ***Step 3 – Undoing file copies and removing spoof entries***

**AIMscUninstallAppFiles** is called to delete the files copied during install and to remove the spoof entries written then. Handles to the spoof subkey and spoof refcount subkey are passed to this function, and are where the spoof entries are removed from. If the function fails, uninstall cannot proceed safely and **AIMUninstallApplication** exits with an error.

### ***Step 4 – Deleting profile/prefetch data***

**AIMscUninstallAppPrefetchFile** will be called to remove the prefetch data stored for this application. Any failure is ignored.

### ***Step 5 – Performing custom uninstall tasks***

**AIMscCallCustomUninstall** is called to extract the custom code .dll contained in the AppInstallBlock and call the *Uninstall()* function it exports. If **AIMscCallCustomUninstall** fails, uninstall cannot proceed safely and **AIMUninstallApplication** exits with an error.

### ***Step 6 – Completing the uninstallation***

**AIMscGetAIBShouldReboot** is called and the return value saved. Then **AIMscOpenAppInstallBlock** is called to close the AIBFileRef opened in step 1, and the AppId folder and all its contents are deleted. The AppId registry key and all its subkeys are deleted also. Any handles to open registry keys are closed. Any failures here are ignored.

**Step 7 – Rebooting the computer (if necessary)**

If **AIMscUninstallAppFiles** in step 3 returned a value indicating a user reboot is necessary, or if **AIMscGetAIBShouldReboot** is called and returns a value of **TRUE**, the user is asked to reboot. Otherwise, the uninstallation is complete. **AIMUninstallApplication** exits returning **SUCCESS (0)**.

**AIMsc Function Prototypes**

Prototypes for the AIMsc functions declared earlier are given in this section.

**UINT32**

**AIMscOpenAppInstallBlock(LPCTSTR PathToAIB, AIBFileRef \*pAIBFile)**

First, the file at *PathToAIB* is opened. Then, the header is read in, header version and size is verified, and section sizes and offsets are verified. An opaque pointer to an **AIBFileInfo** structure is returned in the **pAIBFile** parameter.

**UINT32**

**AIMscCloseAppInstallBlock(AIBFileRef AIBFile)**

The file handle at **((AIBFileInfo \*) AIBFile)->FileHandle**, and the **AIBFile** structure is freed.

**void**

**AIMscGetAIBVersion(AIBFileRef AIBFile, UINT32 \*pAIBVersion)**

**void**

**AIMscGetAIBAppId(AIBFileRef AIBFile, UINT8 pAIBAppId[16])**

**void**

**AIMscGetAIBVersionNo(AIBFileRef AIBFile, UINT32 \*pAIBVersionNo)**

**void**

**AIMscGetAIBShouldReboot(  
    AIBFileRef       AIBFile,  
    BOOLEAN         \*pAIBShouldReboot)**

**UINT32**

**AIMscGetAIBAppName(  
    AIBFileRef AIBFile,  
    LPTSTR    pAIBAppName,  
    UINT16    \*pSizeAIBAppName)**

These four functions are trivial. They directly return the corresponding value of the variable in ((AIBFileInfo \*) AIBFile)->AIBFileHeader. (See the interface declaration for AIMscGetAIBAppName for details on its calling logic.)

### UINT32

**AIMscCheckAIBCompatibleOS(  
AIBFileRef           AIBFile,  
BOOLEAN            \*pWasOSCompatible)**

This function will call an API such as GetVersionEx (for Windows) to determine the currently running operating system. The OS version is then converted to a bitmask (using constants defined in an external AppInstallBlock header file) and compared with the OS and Service Pack bitmaps in ((AIBFileInfo \*) AIBFile)->AIBFileHeader. If the bits are present, *pWasOSCompatible* is set to TRUE, otherwise FALSE.

### UINT32

**AIMscInstallAppFiles(  
AIBFileRef           AIBFile,  
HKEY                SpoofKey,  
HKEY                SpoofRefCountKey,  
LPCTSTR            InstallLogFile,  
BOOLEAN            \*pIsRebootNeeded)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the File section. If not found, an error code is returned. Otherwise, the section is parsed.

The File section is organized as a series of trees, with directories as non-leaf nodes and plain files as leaf nodes. All nodes are stored contiguously according to the pre-order traversal of the trees.

Each directory node contains the name of a single directory and a number indicating the number of children this node has. Each file node contains the file version and file name, and a flag indicating whether the file is to be spoofed or not. If so, then the last entry in the node is the spoofed pathname, otherwise it is the actual contents of the file itself.

(The actual structure types defined for these nodes are assumed to be defined in a header file external to AIM. See the AppInstallBlock-LLD for reference.)

A directory stack algorithm will be used to parse the trees and reconstruct the directory paths. Due to the complexity of the task, several helper functions are used by the algorithm to partition this work.

For every file copied or spoof entry added by the algorithm, an entry is made to the file at *InstallLogFile*. For the sake of brevity, no mention is made of the logging in the pseudocode below.

The parsing algorithm is as follows (TOS refers to the node at the top of the stack):

```
empty out directory stack
while there are nodes to read in the File section
    read a node

    if the node is a directory
        HandleDirectoryNode(node, ...)
    else
        HandleFileNode(node, ...)

while stack is non-empty and TOS node number of children is 0
    pop directory stack
    if stack is non-empty
        decrement number of children in TOS node
```

Here is HandleDirectoryNode(node):

```
if node directory name contains Builder/AIM defined variables
    replace variable substrings with local expansions

if directory stack is empty
    if node directory name is not fully qualified
        error
    push onto directory stack an entry with:
        - node directory name
        - node number of children
    else
        push onto directory stack an entry with:
            - "TOS directory name" cat "directory name"
            - node number of children
```

Here's HandleFileNode(node, ...):

```
if node filename contains Builder/AIM defined variables
    replace variable substrings with local expansions
```

```
if directory stack is empty
    if node filename is not fully qualified
        error
    call DoFileInstall(filename, node, ...)
else
    if number of children in TOS node is <= 0
        error
    call DoFileInstall("TOS directory name" cat "filename", node, ...)
    decrement the number of children in TOS node
```

Here's how DoFileInstall(filename, node, ...) works:

```
if the file node is a spoof entry
    if filename already exists
        if existing version is earlier
            mark for spoofing
    else // filename does not exist
        create zero-length file at filename
        mark for spoofing

else // file will be copied not spoofed
    if filename already exists
        if this file is a .dll
            increment .dll shared ref count in registry
            if existing version cannot be read or existing version is earlier
                mark for copy
    else // filename does not exist
        add line to FilesLogPath file containing filename
        mark for copy

if marked for spoofing
    create spoof entry under SpoofKey
    create or update spoof refcount under SpoofRefCountKey

if marked for copy
    attempt to copy node file to client computer
    if copy fails
```

tell system to perform copy at reboot

The *plsRebootNeeded* argument will be set to TRUE if any file copies were scheduled to happen at reboot, FALSE otherwise. Additionally, if any spoof entries were added, then an IOCTL will be sent to the spoof driver asking it to reload the spoof database.

The shared .dll reference count mentioned in the algorithm above is stored in a standard place in the Windows registry. AIM will create or increment this reference count for every non-spoofed .dll included in the AppInstallBlock (they can all be potentially shared since they will be placed outside of the eStream app directory). Each such .dll has an associated REG\_DWORD value under the key at:

HKEY\_LOCAL\_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\  
SharedDLLs

The value's name is the path to the .dll and the value's data is a integer that is the reference count for this .dll.

#### UINT32

**AIMscUninstallAppFiles(**  
**AIBFileRef**        **AIBFile,**  
**HKEY**            **SpoofKey,**  
**HKEY**            **SpoofRefCountKey,**  
**LPCTSTR**        **InstallLogFile,**  
**BOOLEAN**        **\*plsRebootNeeded)**

Currently, the *AIBFile* parameter is not even needed since all of the information needed for file uninstall is contained in the log file at *InstallLogFile*. However, it is included to enforce a design decision, which is that the user should have a valid reference to an AppInstallBlock before performing any install/uninstall related actions on an eStream app.

The algorithm for **AIMscUninstallAppFiles** is simple. It iterates over the change entries contained in the log file, and undoes file copies and spoof entry additions when it is safe to do so. Here is the algorithm:

```
while there are change entries in the log file
    read the next entry

    if the entry is of the form "ADDED <filename>"
        if filename is a .dll
            decrease refcount of .dll
            if refcount is 0
                mark for deletion
```

```

else // file not a .dll
    mark for deletion

if file is marked for deletion
    attempt to delete file
    if deletion fails
        tell system to perform deletion at reboot

else if the entry is of the form "OVERWROTE <filename>"
    if filename is a .dll
        decrease refcount of .dll

else if the entry is of the form "SPOOFED <filename>"
    decrease refcount of spoof entry for this filename
    if refcount is 0
        delete the spoof entry
        if 0-byte placeholder at filename still exists
            delete it
    
```

A failure to delete a file or to schedule its deletion will not cause AIMscUninstallAppFiles to fail.

#### UINT32

```

AIMscInstallAppVariables(
    AIBFileRef AIBFile,
    LPCTSTR InstallLogFile)
    
```

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the Variable section. If not found, an error code is returned. Otherwise, the section is parsed.

The Variable section is organized as a series of trees, similar to how the File section is organized. There are two types of nodes, key nodes and value nodes. Registry keys can contain other keys and registry values, while registry values are just name/data pairs that are stored in keys. A registry value name is always a string, but its data can be stored as any one of a number of types.

Non-leaf nodes must be key nodes, while leaf nodes can either be key or value nodes. All nodes are stored contiguously according to the pre-order traversal of the trees.

(The actual structure types defined for these nodes are assumed to be contained in a header file external to AIM. See the AppInstallBlock-LLD for reference.)

A keyhandle algorithm will be used to parse the trees and create the registry keys and values. Due to the complexity of the task, several helper functions are used by the algorithm to partition this work.

For every key or value added by the algorithm, an entry is made to the file at *InstallLogFile*. For the sake of brevity, no mention is made of the logging in the pseudocode below.

The parsing algorithm is as follows (TOS refers to the node at the top of the stack):

```

empty out the key handle stack
while there are nodes to read in the Variable section
    read a node

    if the node is a key
        HandleKeyNode(node, ...)
    else
        HandleValueNode(node, ...)

    while the stack is non-empty and the TOS number of children is 0
        if TOS key handle is open
            close it
        pop the directory stack
        if the stack is non-empty
            decrement the number of children in TOS

```

Here is HandleKeyNode(node):

```

if the key name contains a Builder/AIM defined variable
    replace the variable substring with its local expansion

if the keyhandle stack is empty
    if the key name is not fully qualified
        error
    create key under HKCR, HKLM, etc. and save key handle
else
    if the number of children in TOS is <= 0
        error

```



create key under TOS key handle and save key handle

push onto the keyname stack an entry with:

- open key handle
- this number of children

Here's HandleValueNode(node, ...):

if the keyname stack is empty

error

else

if the number of children in TOS is  $\leq 0$

error

call DoInstallValue(TOS key handle, node, ...)

decrement the number of children in TOS

Here's how DoInstallValue(key handle, value node, ...) works:

if the value name contains a Builder/AIM defined variable

replace the variable substring with its local expansion

call SetValueEx(key handle, "value name", value type, value data, ...)

## UINT32

**AIMscUninstallAppVariables(  
AIBFileRef AIBFile,  
LPCTSTR InstallLogFile)**

Currently, the *AIBFile* parameter is not even needed since all of the information needed for file uninstall is contained in the log file at *InstallLogFile*. However, it is included to enforce a design decision, which is that the user should have a valid reference to an AppInstallBlock before performing any install/uninstall related actions on an eStream app.

The algorithm for **AIMscUninstallAppVariables** is simple. It iterates over the change entries contained in the log file, and undoes registry key and value additions when it is safe to do so. Here is the algorithm:

while there are change entries in the log file

read the next entry

if the entry is of the form "ADDED <keyname>"

if key at keyname (fully qualified) still exists  
delete it and all subkeys and values

else if the entry is of the form "ADDED <valuenam>"  
if value at valuenam (fully qualified) still exists  
delete it

Keys and values that were overwritten are not deleted, which is why those log file entries are not considered by the algorithm above.

A failure to delete one or more registry entries will not cause **AIMscUninstallAppFiles** to fail.

#### **UINT32**

**AIMscInstallAppPrefetchFile(AIBFileRef AIBFile, LPCTSTR PrefetchFile)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the Prefetch section. If one is found, the prefetch data is read in and written out into the file at *PrefetchFile* as an array of PrefetchItem structures (this structure will change to match how the prefetch data items are represented in the AppInstallBlock-LLD). Any existing file at *PrefetchFile* is overwritten.

Next, the Prefetch component is called to set up an association between the new application and its prefetch file.

#### **UINT32**

**AIMscUninstallAppPrefetchFile(AIBFileRef AIBFile, LPCTSTR PrefetchFile)**

The file at *PrefetchFile* is deleted and the Prefetch component is called to remove the association between the app being uninstalled and the prefetch file.

#### **UINT32**

**AIMscInstallAppProfileFile(AIBFileRef AIBFile, LPCTSTR ProfileFile)**

#### **UINT32**

**AIMscUninstallAppProfileFile(AIBFileRef AIBFile, LPCTSTR ProfileFile)**

(NOT FUNCTIONAL IN ESTREAM 1.0)

#### **UINT32**

**AIMscCallCustomInstall(AIBFileRef AIBFile)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the Code section. If one is found, the section is read in and written out again as a .dll library.

This library is loaded and the *Install()* function export is called (and its return value returned).

#### UINT32

**AIMscCallCustomUninstall(AIBFileRef AIBFile)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the Code section. If one is found, the section is read in and written out again as a .dll library. This library is loaded and the *Uninstall()* function export is called (and its return value returned).

#### UINT32

**AIMscEnforceLicenseAgreement(  
AIBFileRef AIBFile,  
BOOLEAN \*pBUserAgreed)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the LicenseAgreement section. If one is found, the license text is read in and displayed to the user in a dialog. The user will be asked to either agree or disagree with the license, and *pBUserAgreed* will reflect his decision.

#### UINT32

**AIMscDisplayComment(AIBFileRef AIBFile)**

The index entry array at ((AIBFileInfo \*) AIBFile)->IndexEntries is scanned to find the Comment section. If one is found, the comment text is read in and displayed to the user in a dialog.

## Testing design

### Unit testing plans

AIM will be tested by a program that generates AppInstallBlocks designed to stress the component. AIM will be asked to install the given AIB and if successful, the resulting state of the system will be compared to the expected state had all the files and variables been installed correctly. An uninstall will then be performed and the system state also checked.

The focus of the testing will obviously be on the File and Variable sections. The other sections such as Code and Comments will be stressed also, but their boundary conditions are much simpler.

AIM's ability to gracefully handle aborted installs and uninstalls will also be tested.

## **Stress testing plans**

The program described above can be deliberately tuned to create AppInstallBlocks of unusual size and organization. For example, AppInstallBlocks with thousands of files and registry entries, or files and entries with unusually long names, etc.

## **Coverage testing plans**

In addition to the stress testing, deliberately malformed AppInstallBlocks will be generated by the test program to hit as much error-handling code as possible. AIM's data files and registry entries can also be deliberately mangled to help achieve this effect.

## **Cross-component testing plans**

As soon as they are available, Builder-generated AppInstallBlocks will be tested to verify that the AIM is compatible with the Builder's output. As soon as the LSM and a browser plugin are available, the communication path from browser to LSM to AIM will be tested. As soon as the file spoofer is available, compatibility with the file spoof entries that AIM makes will be tested.

## **Upgrading/Supportability/Deployment design**

AIM will make use of the eStream logging facility to record information about errors and other unusual conditions that occur. The log file will be useful for diagnosing problems that occur during testing and in real world situations.

If the AIM component is upgraded, it must still be able to uninstall any eStream applications installed at the time of upgrade. This entails being able to interpret old AIM registry entries and data files, including the AppInstallBlock. This is more a concern for future designers of the AIM component, however.


## **Open Issues**

- How will the various anti-piracy strategies being considered affect the design of AIM, if at all?

## **Exhibit C2**

# eStream Client Networking Low Level Design

*Dan Arai*  
*Version 1.6*



## Functionality

The Client Network Interface (CNI) provides the interfaces for sending messages to servers and provides threads for receiving responses and dispatching them appropriately. It uses the eStream Messaging Service (EMS) APIs to send and receive various messages to and from the application servers and SLiM servers.

The number of threads in the CNI will depend on the functionality available from the EMS. In particular, more threads are necessary if the EMS provides asynchronous messaging capability (and the CNI uses this interface). The interfaces presented by the CNI are identical for both cases, but the internal organization of the component is not.

The prefetcher will make calls to client networking interfaces (indirectly through ECM-ReservePage) to send requests for pages. Similarly, the LSM will make calls to acquire access tokens and subscription information.

The networking component is responsible for examining the stream of requests to it and deciding when to coalesce multiple page requests into a single request to the server.

The EMS does not provide reliability in the event of server failure. The CNI is responsible for handling server failover and reissuing failed requests on different servers. The CNI abstracts the servers from other parts of the system. Clients of the CNI don't need to specify a particular server to make a request.

Since the client networking component is where timeouts and retries occur, it is the component that controls the policies for how long we wait for a connection to time out and how many times we retry a request before giving up. These parameters will be tunable. Any other parameters of the CNI that make sense to tune will be tunable.

The CNI is also the component responsible for implementing the server selection policy.

## Data type definitions

The CNI uses the request structure defined by the ECM.

The CNI maintains an internal queue of messages that must be sent to servers. This queue is not exposed outside of the CNI. Like the ECM request queue, this queue will be maintained as a circular, doubly-linked list.

```

typedef struct _NWRequest
{
    NWRequestType type;
    union {} parameters; /* params, depends on type */
    struct _NWRequest *next;
    struct _NWRequest *prev;
} NWRequest;

typedef enum
{
    CNI_PAGE_READ,
    CNI_ACQUIRE_ACCESS_TOKEN,
    CNI_GET_LATEST_APP_INFO,
    CNI_RENEW_ACCESS_TOKEN,
    CNI_RELEASE_ACCESS_TOKEN,
    CNI_REFRESH_APP_SERVER_SET,
    CNI_GET_SUBSCRIPTION_LIST
} NWRequestType;

```

The CNI provides an enumeration of the parameters that can be tuned. This enumeration is expected to grow as the number of tunable parameters grows.

```

typedef enum
{
    CNI_NUM_RETRIES,
    CNI_TIMEOUT,
    CNI_PROXY_ADDRESS,
    CNI_EFFECTIVE_BANDWIDTH
} NWTunableParameter;

```

## Related Components

The prefetcher and LSM call on the CNI to send requests to the app and SLiM servers. The CNI makes calls to the ECM and LSM to inform them of responses that have come back from the server. The CNI will also make calls to EFSD interface functions when pages come back that satisfy EFSD requests.

## Interface definitions

### CNIGetPage

```

eStreamStatus CNIGetPage(
    IN ApplicationID app,
    IN EStreamPageNumber page
);

```

CNIGetPage is the interface used by the ECM function ECMReservePage to request that a page be sent by the server. (ECMReservePage is called indirectly by the pre-

fetcher.) Note that no distinction is made between prefetches and demand fetches. To prevent race conditions or deadlock, the requested pages must already be marked as "in flight" in the index, and any requests for these pages from the EFSD must already be on the "in flight" queue before calling this interface.

The CNI is responsible for selecting a server to direct this request to, and resending in the event of network or server failure. It will coalesce requests for multiple pages from the same application into a single request to the server.

### **CNIGetSubscriptionList**

```
eStreamStatus CNIGetSubscriptionList(
    IN string Username,
    IN string Password
```

```
);
```

**CNIGetSubscriptionList** enqueues a request to acquire a subscription list from a SLiM server. When the subscription list is returned by the server, the client response thread will notify the LSM of the returned data via a callback defined in the LSM document.

### **CNIGetLatestApplicationInfo**

```
eStreamStatus CNIGetLatestApplicationInfo(
    IN uint128 SubscriptionID
```

```
);
```

**CNIGetLatestApplication** enqueues a request to get the latest application information for a particular app. When the server returns the result, the CNI will notify the LSM of the returned data via a callback defined in the LSM document.

### **CNIAcquireAccessToken**

```
eStreamStatus CNIAcquireAccessToken(
    IN uint128 SubscriptionID,
    IN string Username,
    IN string Password
```

```
);
```

**CNIAcquireAccessToken** will cause the CNI to contact a SLiM server to retrieve an access token. The CNI is responsible for issuing retries if no response is received for a request. The CNI will call the appropriate LSM callback function when the data come back.

### **CNIRenewAccessToken**

```
eStreamStatus CNIRenewAccessToken(
    IN AccessToken Token,
    IN string Username,
    IN string Password
```

```
);
```

**CNIRenewAccessToken** will enqueue a request for access token renewal. When the response comes back, the CNI will dispatch the returned data to the appropriate LSM callback routine.



### **CNIReleaseAccessToken**

```
eStreamStatus CNIReleaseAccessToken(  
    IN AccessToken Token,  
    IN string Username,  
    IN string Password
```

```
);
```

**CNIReleaseAccessToken** will enqueue a request for releasing an access token. When the response comes back, the CNI will dispatch the returned data to the appropriate LSM callback routine.

### **CNIRefreshAppServerSet**

```
eStreamStatus CNIRefreshAppServer(  
    IN AccessToken Token,  
    IN uint32 BadQOS,  
    IN uint32 NoService
```

```
);
```

**CNIRefreshAppServerSet** will enqueue a request for refreshing the app server set. When the response comes back, the CNI will dispatch the returned data to the appropriate LSM callback routine.

The client networking component will also have routines for getting and setting tunable parameters.

### **CNISetParameter**

```
eStreamStatus CNISetParameter(  
    IN NWTunableParameter type,  
    IN void *value
```

```
);
```

**CNISetParameter** sets a parameter. The actual type of *value* is determined by *type*.

### **CNIGetParameter**

```
eStreamStatus CNIGetParameter(  
    IN NWTunableParameter type,  
    OUT void *value
```

```
);
```

**CNIGetParameter** queries the current value of a parameter. The actual type of *value* is determined by *type*.

## **Component design**

The internal organization of the client networking depends on the mechanisms available from EMS. Internally, the CNI interface functions put requests on a queue, and one or more threads services these requests by using the EMS to send messages to servers.

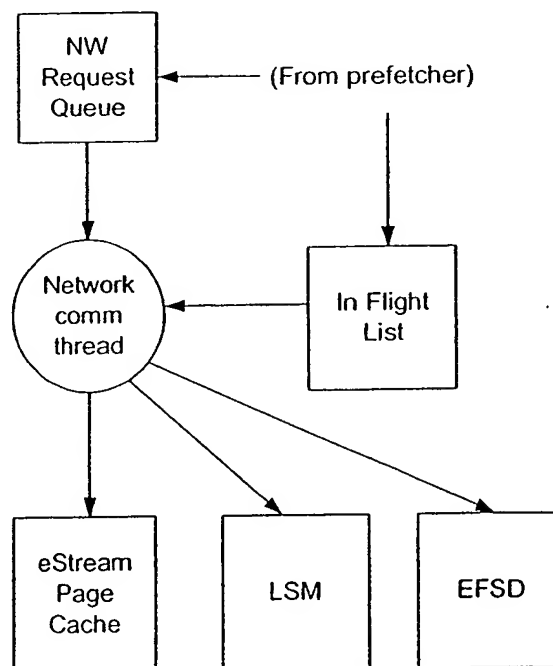
## Synchronous Server Calls

If EMS only provides a synchronous messaging service, a single thread will be used to perform all necessary actions. The CNI interfaces will put appropriate requests on the network request queue. They will also wake up the network communication thread, if necessary.

The network communication thread's job is relatively simple. When it wakes up, it performs the following tasks:

- choose a set of requests to be coalesced and remove these from the request queue
- retrieve a server set via LSMGetAppServerSet or LSMGetSLiMServerSet, and choose a particular server for this request
- make a synchronous EMS call to send the request
- dispatch the response to the appropriate LSM or ECM callback

If the synchronous messaging mechanism becomes a performance bottleneck, we can have multiple network communication threads to increase concurrency.



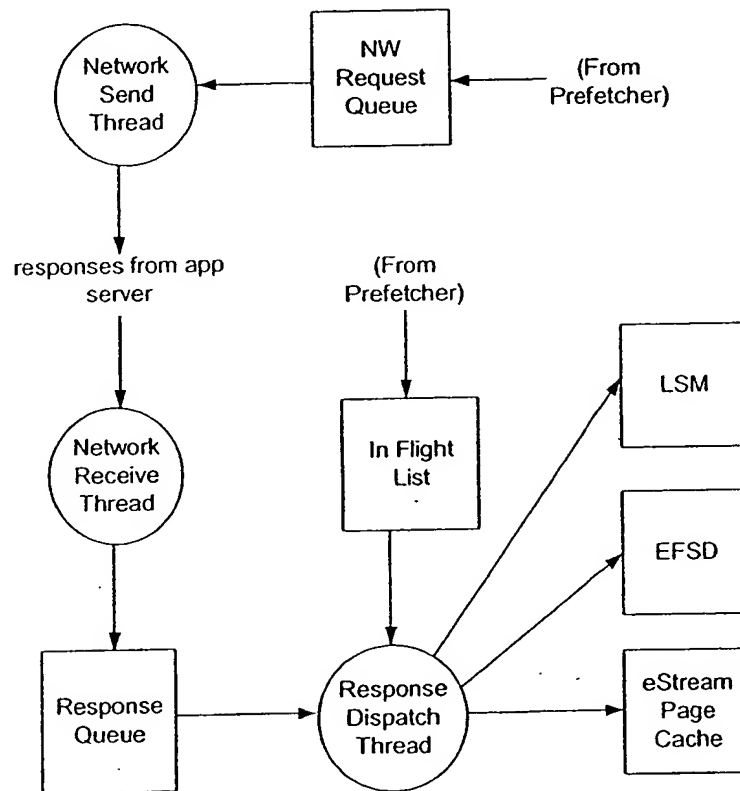
## Asynchronous Server Calls

The asynchronous case is a little bit more complex. Because of the proposed asynchronous call architecture, the client NW requires three threads. The CNI interfaces work just as they do in the synchronous case. They put requests on the network request queue, and wake up the network send thread. However, the actions performed by the CNI's worker threads differ in the asynchronous model.

The network send thread is periodically awoken, and it coalesces requests off the NW request queue and sends them to the server. Unlike in the synchronous model, this thread does not synchronously wait for the request to come back from the server. Instead, it simply sends requests until the queue is empty, then goes back to sleep.

The network receive thread waits for responses to come back from any server. Because of the EMS's asynchronous call implementation details, this thread posts returned data to a queue of responses to be handled by another thread. The network receive thread is also responsible for handling timeouts and reissuing those network requests on different servers.

Finally, the response dispatch thread pulls responses off the response queue, and handles the work of dispatching them appropriately.



### Handling Network Failure

When the client networking component is notified of a message failure by the EMS, the client worker thread will attempt to reissue the request on a different server.

### Coalescing Multiple Requests

The CNI will coalesce multiple page requests that come from the LSM into a single request to an application server. Multiple pages requests for the same application may be coalesced. No other types of requests may be coalesced, including page requests for dif-

ferent applications. The CNI will not produce requests larger than the maximum allowed by the application server.

### **Handling Persistent Failures**

There will be some persistent failures that will result in the network being unable to fulfill page requests in a timely fashion. This may be due to network or server failure. (These may be indistinguishable from the CNI's point of view.) When the CNI has failed to satisfy a request for a certain amount of time, it will need to ask the user if he wants it to continue retrying, or if it should let the application terminate. It will do this via the `CUIAskUserYesNo()` interface. The client software control panel should include an option to always wait until the server is available, and never ask the user if he wants the application terminated.

## **Testing design**

### **Unit testing plans**

The testing harness for the networking component will be a set of dummy EMS drivers and a dummy NW client. The dummy EMS driver will be capable of performing a variety of actions, including returning appropriate responses, returning inappropriate responses, and timing out without any response. The dummy NW client will have knowledge about the expected EMS behavior, and will verify that the data it gets back from the network component are as expected.

### **Stress testing plans**

### **Failure testing plans**

The client NW is the sole component responsible for implementing server failover. In order to test this code, it is necessary to implement a server with predefined bad behavior. The server failure modes that must be tested include

- server that accepts a connection on a socket but doesn't respond to any requests
- server that closes the socket before sending a response
- server that closes the socket in the middle of a response
- server that sends a partial response and then just stops
- server that satisfies n requests then closes the socket or refuses to service more

It is important that we cover scenarios that look like network failures and ones that look like server failures. (Are there other failure modes that are interesting?)

### **Cross-component testing plans**

Cross-component testing of the client NW includes integration testing with the EMS, the LSM, and the prefetcher. Testing with the EMS can be performed in a manner similar to unit testing in conjunction with a specially written server. Testing with the LSM or pre-


fetcher can be performed in isolation by writing drivers for either the LSM or prefetcher, and using a dummy or real EMS. I'm not sure if this sort of testing is worth the effort to write the appropriate harnesses. Verifying the output of such a combined system is certainly trickier than testing any component in isolation.

### **Open Issues**

### **Exhibit C3**

# eStream 1.0 Cache Manager Low Level Design

Version 1.4

  
*Omnishift Technologies, Inc.*  
*Company Confidential*

## Functionality

The eStream cache manager implements much of the client-side functionality for handling the eStream file system. The cache manager handles all file system requests made by the operating system by reading information from the cache or by passing the requests along to the profiling and prefetching component to fetch missing data from the network.

The cache manager will initially be implemented in user space, but it may be useful to migrate it to the kernel for improved performance. In user space, it will be part of the eStream client process. In the kernel, it will probably be a device driver distinct from the eStream file system driver.

The cache manager manages the on-disk cache of file system data, and the in-memory data structures for managing this cache. It does not manage prefetching of data from the server; that is the role of the eStream Profiling and Fetching (EPF) component. A separate networking component handles the network traffic. This component will also be described separately.

Since there is no overall discussion of the client architecture at a more detailed level than the high level design, this document will cover that as well.

Multiple cache page files will be supported. Each cache page file may be up to 2 GB in size. Different cache files may reside on different or the same logical disk (i.e. Windows drive letter.)

## Data type definitions

An application ID uniquely identifies an eStream application. Just what constitutes "one" eStream application is not entirely defined, but different "builds" of the "same" app will be considered different eStream applications. For example, the Chinese-language version of Office is a different eStream application than the English-language version.

```
typedef uint128 ApplicationID;
```

The eStream page number is the data type used to describe a page number within a particular file. Note that this is a page offset, not a byte offset. For eStream 1.0, the cache manager will only support 2 GB cache files.

```
typedef uint32 EStreamPageNumber;
```

The fileId is used to uniquely identify a file within the universe of all eStream files across all eStream applications.

```
typedef struct {
    ApplicationID App,
    int32 File
} fileId;
```

The eStream page size is the fundamental size for eStream requests. This size is in bytes.

```
#define ESTREAM_PAGE_SIZE 4096
```

The eStream file system uses the file time format of the Windows operating system. If the client runs on a system with a different native time format, the client software will be responsible for translating between the native format and the eStream format. The Windows data format is a 64-bit counter of the number of 100-nanosecond periods since January 1, 1601.

EStream metadata is the file information supported by the eStream file system. This metadata is independent of the client or server operating system.

```
typedef struct
{
    uint64 CreationTime;
    uint64 AccessTime;
    uint32 FileSize;
    uint32 FileSystemAttributes;
    uint32 EStreamAttributes;
} Metadata;
```

The eStream inode contains the layout of a file in the cache. Each inode has the following structure:

```
typedef struct
{
    FileId Id; /* ID of this file; search parent for
name*/
    Metadata Metadata;
    FileID Parent; /* parent directory's file id */
    uint32 NumPages;
    PageInfo *Pages;
} EStreamInode;
```

The PageInfo array is variable sized. There is one entry in the pages array for each page in the file (not for each page cached, since we need to know whether the pages are present or not...) Note that the inode is only used in the "robust" implementation.



```
typedef struct
{
    EStreamPageNumber CachePageNumber;
    PageStatus Status;
    unsigned char Priority;
    PageChecksum Checksum;
} PageInfo;
```

The page number doesn't require the 32 bits, since pages are 4096 bytes long. The extra bits will be used to encode which cache file this page resides in. The priority field is a number representing this page's priority for being kicked out of the cache. How exactly this field is used hasn't yet been determined. The checksum is a (fast) page checksum that can be used to validate the contents of this page. Note that it will be useful to have a slower, more effective checksum for development and a faster (but less thorough) checksum for deployment.

The page status is an enumeration for the page's locking status (these are described in more detail later:

```
typedef enum
{
    PS_INVALID,
    PS_CLEAN_UNLOCKED,
    PS_CLEAN_LOCKED,
    PS_DIRTY_UNLOCKED,
    PS_DIRTY_LOCKED,
    PS_IN_FLIGHT
} PageStatus;
```

Note that this describes the layout of the tables in memory; how these data structures are represented on disk is described later.

The EFSD file handle is a small integer passed between the EFSD and the ECM. This is used opaquely by the EFSD and is used as an index into an open file table by the ECM.

```
typedef uint32 EFSDFileHandle;
```

The ECM request type specifies the request type to the rest of the system. Note that some "requests" are used to inform the prefetcher about the events handled solely by the ECM, and do not actually request that any particular action be taken by the prefetcher.

```
typedef enum
{
    ERT_READ,
    ERT_WRITE,
    ERT_READ_HIT,
```

```

        ERT_WRITE_HIT
    } ECMRequestType;

```

The ECM request is a request descriptor that is used in various lists within the cache manager. These lists are doubly-linked, circular lists.

```

typedef struct _ECMRequest
{
    uint32 RequestID; /* same as EFSD request id */
    ECMRequestType RequestType;
    union {} Parameters; /* union of all parameters */
    struct _ECMRequest *next;
    struct _ECMRequest *prev;
} ECMRequest;

```

The cache manager must maintain an array of files that have currently been opened by the EFSD. This array will be statically allocated. This will put a limit on the number of files that may be opened concurrently on the eStream file system. The elements of the array are the following:

```

typedef struct
{
    uint32 Valid;
    fileId File;
    HANDLE OpenFile; /* for simple implementation */
    eStreamInode *Inode; /* for robust implementation */
} OpenFileInfo;

```

The cache manager maintains a hash table containing information about each application that currently has open files. The hash table is indexed by app ID, and contains the following active app information records:

```

typedef struct
{
    AppID App; /* identity of this app */
    uint32 OpenFiles; /* # of open files */
    uint32 HaveAccessToken; /* boolean */
} ActiveAppInfo;

```

The ECM will use this table to quickly determine whether it should continue processing a request it gets from the EFSD, or if the request should be passed to the LSM to ensure that an access token is available. See the section below on ECM-LSM interaction for more details.

The LSM uses the access token state to specify a state for an access token. Right now, we only plan to support valid and invalid, but it may be interesting in the future to allow already opened files to be read, but no new files to be opened.

```
typedef enum
{
    ATS_INVALID,
    ATS_VALID,
    ATS_VALID_NO_OPEN
} AppTokenState;
```

## Interface definitions

The ECM exports the following interfaces for operating on the cache. They may be called by the cache manager, prefetcher, or networking component. (Not all components are expected to call all interfaces; see each interface description for more details.)

Note that the cache interfaces are defined at a very high level as the actions that may be performed on the cache by the components, such as enqueueing a new request. They have been defined this way so that these intrinsic operations can be implemented correctly once and limit the possibility that an individual component will not perform proper actions.

### ECMReservePage

```
eStreamStatus ECMReservePage(
    IN fileId File,
    IN EStreamPageNumber Page,
    IN ECMRequest *Request
);
```

**ECMReservePage** reserves a page in the cache for a request. This interface is called by the prefetching component, and will send a request to the network component. Logically, this interface reserves an empty cache page for this request (if one is available), puts this request on the "in flight" queue, and calls on the network to request the page (unless it is already in flight.)

### ECMIsPageInCache

```
eStreamStatus ECMIsPageInCache(
    IN fileId File,
    IN EStreamPageNumber Page
);
```

**ECMIsPageInCache** returns TRUE if the specified block is in the cache, and FALSE otherwise. It is used by the EPF to determine if it should prefetch a block; normally, the EPF would choose not to prefetch something that is already in the cache. Note that it would be a good idea for the prefetcher to adjust the priority of a page that it thinks it wants to prefetch, so that they are less likely to be evicted from the cache before they are needed.

### ECMDeplanePage

```
eStreamStatus ECMDeplanePage(
```

```
    IN fileId File,  
    IN EStreamPageNumber Page,  
    IN char Buffer[ESTREAM_PAGE_SIZE]
```

);

**ECMDeplanePage** performs all the necessary actions for writing a page coming off the network into the cache and back to the EFSD. This consists of copying the page into the cache, remove all pending requests for this page from the in flight list, marking the page as clean/unlocked, and returning the page to the EFSD for each in flight request.

### **ECMReadPage**

```
eStreamStatus ECMReadPage(  
    IN fileId File,
```

```
    IN EStreamPageNumber Page,
```

```
    IN ECMRequest *Request
```

```
);
```

**ECMReadPage** performs all the necessary actions for attempting a page read from the cache. The cache is checked to see if it contains the page; if so, the page is copied to the buffer, the EPF is notified of the hit, and appropriate status is returned. Otherwise, this page is put on the queue for requests pending to the prefetching component, and appropriate status is returned.

### **ECMWritePage**

```
eStreamStatus ECMWritePage(  
    IN fileId File,
```

```
    IN EStreamPageNumber Page,
```

```
    IN ECMRequest *Request
```

```
);
```

**ECMWritePage** performs all the necessary actions for attempting to write a page in the cache. Note that this could be somewhat more complex than a read, because a partial write to a page might necessitate reading the page from the server before writing the partial page to the cache.

The following interfaces are the abstract interfaces that the ECM will use to communicate with the EFSD. Hiding the EFSD's raw DeviceIoControls behind these interfaces will help make porting the ECM into the kernel easier, should we decide to do that.

### **ECMSetTokenState**

```
eStreamStatus ECMSetTokenState(  
    IN AppId App,
```

```
    IN AppTokenState State
```

```
);
```

**ECMSetTokenState** is called by the LSM to indicate to the ECM that a token has become available or has expired. The main effect of this interface is to update the state of the specified application in the active app table. See the ECM-LSM interaction below for more details.

### **ECMGetCacheInfo**

```
eStreamStatus ECMGetCacheInfo(  
    OUT UNICODE_STRING Location,  
    OUT uint32 *CurrentSize,  
    OUT uint32 *MaximumSize
```

);

**ECMGetCacheInfo** is called by the client user interface to find out where the ECM cache is located and its current and maximum size. *Location* is an absolute path name of the cache file.

### **ECMSetCacheInfo**

```
eStreamStatus ECMSetCacheInfo(  
    IN UNICODE_STRING Location,  
    IN uint32 MaximumSize
```

);

**ECMSetCacheInfo** is called by the user interface when a new cache location or size has been requested. Note that the cache manager may only begin using the new cache information after a restart of the client software (which may only occur on client machine reboot.) The client UI will call this interface when it wants to make a change; the ECM is responsible for actually resizing the cache and making any changes necessary to persistent storage (i.e. the registry).

### **EFSDGetRequest**

```
eStreamStatus EFSDGetRequest(  
    OUT EStreamRequest **Request
```

);

**EFSDGetRequest** reads the next request from the EFSD, including any parameters that need to be passed. This may involve one or more *DeviceIoControl* calls to the EFSD. **EFSDGetNextRequest** is responsible for allocating memory for this request, and an **EFSDCompleteRequest** call will be responsible for deallocating the memory.

### **EFSDCompleteRequest**

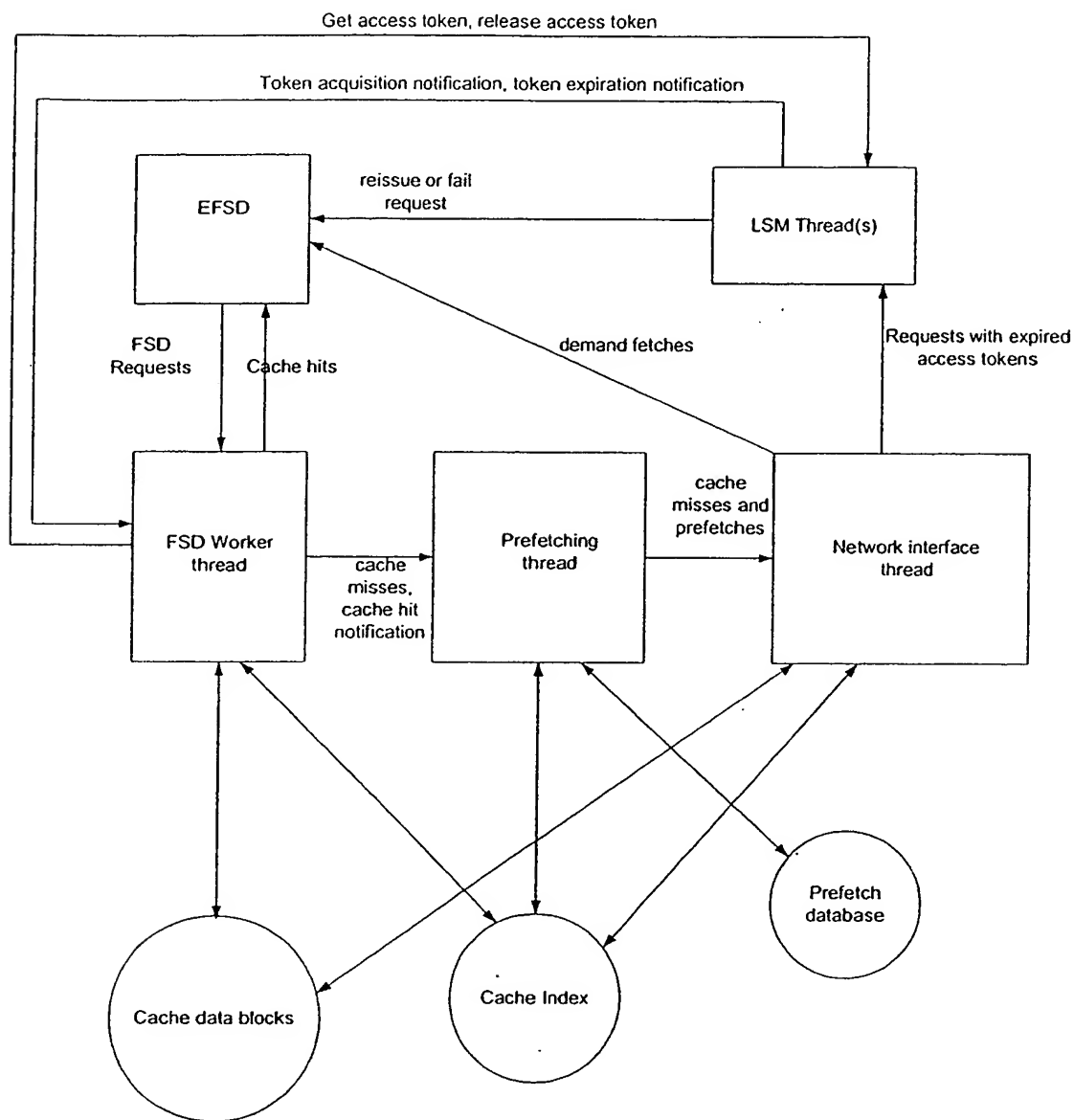
```
eStreamStatus EFSDCompleteRequest(  
    IN EStreamRequest *Request,  
    IN ECMErrorCode Status
```

);

**EFSDCompleteRequest** will be called for each request that is received by the ECM via **EFSDGetRequest**. *status* indicates the completion status for this request, and may indicate success, a retry, or a particular failure condition. Non-persistent errors will be handled by the ECM internally or by requesting a retry of a particular request. Errors reported to the EFSD will be propagated up the file system stack.

## **Overall Client Architecture**

The eStream client will have various types of threads in order to perform its work. The basic architecture is illustrated by the following diagram.



The FSD worker thread will pull requests from the FSD. It will return data for requests that can be satisfied immediately. Any request that requires information that is not currently in the cache will be put on a queue for the prefetching thread to handle.

The profiler will receive all cache misses from the FSD worker thread. Using its own data structures (which may include information about recent cache misses in addition to information about general prefetch patterns), it will decide which blocks it should prefetch. Demand fetch and prefetch requests are sent to the network component. The

only way demand fetches and prefetches are treated differently by the network component is that demand fetches are sent to the EFSD while prefetches are not.

The network thread will manage open connections to app servers and retry requests that time out. When data comes back from the network, the network thread will copy the returned buffer into the cache and to the FSD, if the request was a demand miss.

The cache manager consists of the EFSD worker thread and the APIs to access the cache index, the data blocks, and various queues used by threads in the client.

Not shown on the diagram is an error thread. This thread is responsible for calling the client UI module indicating appropriate error messages and waiting for the user's input. When any component decides that it has an error condition that requires user input, it calls **ECMReportError** with the request and an appropriate error condition, which will be enqueued for the error thread to handle. For example, when the network interface times out reading a page from an application server enough times, it will call **ECMReportError**. When the error thread gets to this request in the queue, it will ask the user if he wants to wait until the app server is available or allow the application to terminate.

#### **ECM-LSM Interaction**

The ECM-LSM interaction is a relatively simple one. The LSM notifies the ECM when it first receives an access token and when its access token expires. It does this via the **ECMSetTokenState** interface. The ECM keeps track of each application that has had files open, and whether or not we have an access token for each of these apps.

App ID	# of open files	Have access token?

Note that the LSM need not notify the ECM of mundane events like renewals as long as some token is valid. Also, the ECM does not keep track of the token itself, just whether or not we have a valid one. An additional nicety of this approach is that we could allow the ECM to satisfy requests out of the cache as if we have an access token, without actually having one.

When it receives a request, the ECM checks its table to determine if an access token is available. If it is, it handles the request as normal. If not, it asks the LSM to acquire an access token via **LSMGetAccessToken**. The LSM may return that it has a token, in which case the ECM will continue to process the request, or the LSM may say it doesn't have a token, in which case the LSM takes ownership of the request and will reissue the request when the access token is available.

When the number of open files drops from 1 to 0, the ECM will mark the token as invalid in its table and call **LSMReleaseToken**. The LSM may choose not to renew access tokens that have been released.

## Component design

Two cache organizations will be presented. One is suitable for a quick implementation but doesn't lend itself particularly well to high performance or easy manageability; the other will be more difficult to implement but should provide better performance. I will first describe some data structures that are shared by both designs, then go into the specifics of each design.

### Common Data Structures and Algorithms

Certain request lists are common to both cache organizations. One is a queue between the FSD worker thread and the prefetching thread for demand fetches that have not yet been seen by the prefetcher. The other is a list of all requests for pages that are "in flight." Requests from the in flight list are removed when they have been satisfied. The in flight list is unsorted and searched whenever a request comes back for requests that match the returned page. If the performance of this data structure becomes an issue, we will change its organization for faster lookup.

Both request lists use the request data structure described above.

The ECM will maintain an array of files currently opened by the EFSD. On file opens, an empty location in this table will be allocated for the newly opened file, and the index to that entry returned as the file handle. (Note that the way the interface between the ECM and the EFSD is defined, it is an error to open an already opened file. The cache manager will have to detect such cases and report an error, but it will not keep a reference count of the number of opens on each file.) This mechanism will allow the ECM to keep track of the volumes that currently have opened files as well as abstracting the client/server file ids away from the kernel driver. (This might allow us to update the client/server protocol without rewriting the EFSD.)

### Easier Implementation

The cache will be implemented as a directory tree on the user's hard drive that parallels the eStream file system. Each file will contain a header and an array of status bytes in addition to the data blocks that the file contains. The array of status bytes has one byte for each page in the file. Each byte indicates the current status of that page in the file. (Pages have several different states, so a simple bit per page is not sufficient.) Each file will thus look like

Header
Page Status Bytes
File contents page 0



File contents page 1
...

The header is defined as:

```
typedef struct
{
    uint32 magicCookie;
    uint32 headerLength; /* Length of this header, in bytes */
    fileId fileId; /* for sanity checking */
    uint32 length; /* Length of the file, in bytes */
    uint32 firstPage; /* Offset to the first page in the file */
    Metadata metadata;
} ECMCacheFileHeader;
```

The page status bytes begin immediately following the header, and this area is padded with zeros to a page boundary. The first page of the file's contents (and thus each following page of file contents) will therefore begin on a page boundary.

Note that one issue with this design is that files that approach the file size limit of the underlying file system cannot be represented, due to the overhead with the header and bitmap. If this design is used solely for early engineering efforts, then this limitation is acceptable. If we have to work around this limitation, one way to do it is to make the headers and page status bytes reside in a separate file or files.

Directory contents would reside in server format in a file named "Directory" inside of the directory whose contents they represent (with the addition of the header and status bytes as described above for ordinary files). For example, z:\Program Files\Microsoft Office would reside in c:\Cache\Program Files\Microsoft Office\Directory. This has the drawback of creating special file names that can't be used by files in the eStream volume, but again, for an early engineering implementation, this is an acceptable limitation.

Another issue with deploying this implementation is that it is trivial to reverse-engineer this file format and copy files directly from the cache.

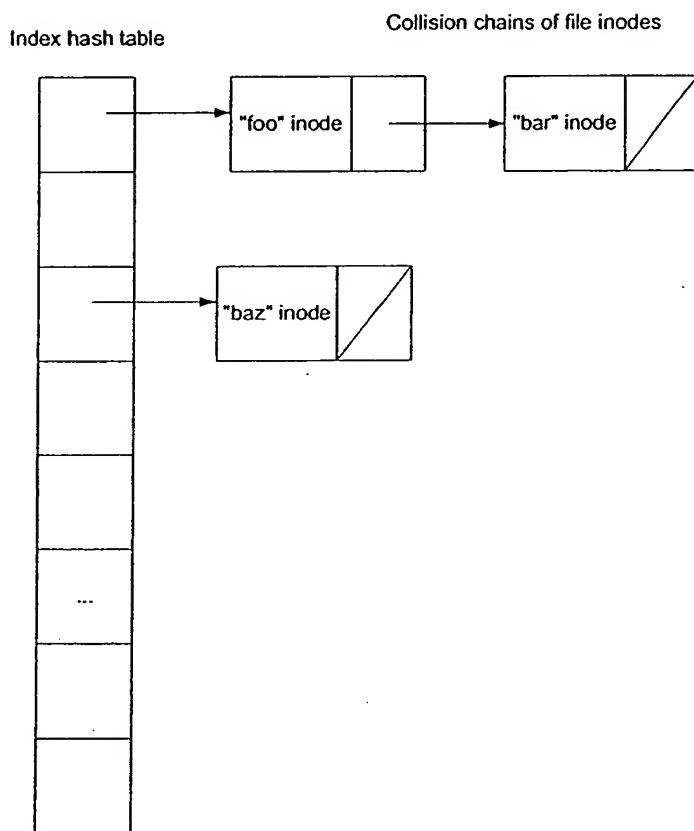
### **Robust Implementation**

The cache will be organized into an index file and one or more cache data files. Multiple data files may be necessary as we may wish to allow the cache to grow larger than the 2 GB file size limit (for some native file systems) or to span multiple drive letters on the client. The data files will only contain pages of file content. These pages will be aligned on page boundaries. The index file contains all the information needed to locate file pages, and is contained in a separate file for simplicity.

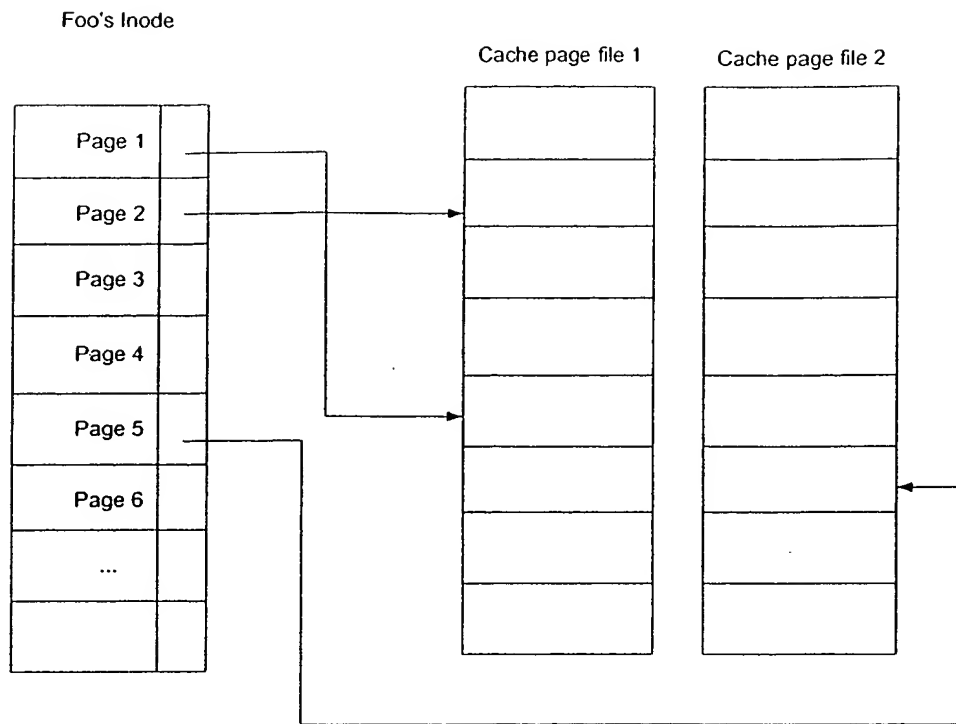
Page and index files must reside on a local disk (rather than a network disk) and cannot be shared by multiple clients.

Each file with any pages currently resident in cache will have a data structure containing information about that file, including its file id, the file id of the directory containing it, the file's metadata, and the map for finding the file's data blocks. This data structure is very similar to the inode of a traditional file system, and will be referred to as the eStream inode. A naive implementation of the inode is described above; no doubt, we will want to reorganize this data structure for more compact representation and better performance. Note that one requirement of the inode is that it contain a status field for each page in the file. One character is sufficient for this status; whether or not we can make do with fewer than 8 bits is an open question.

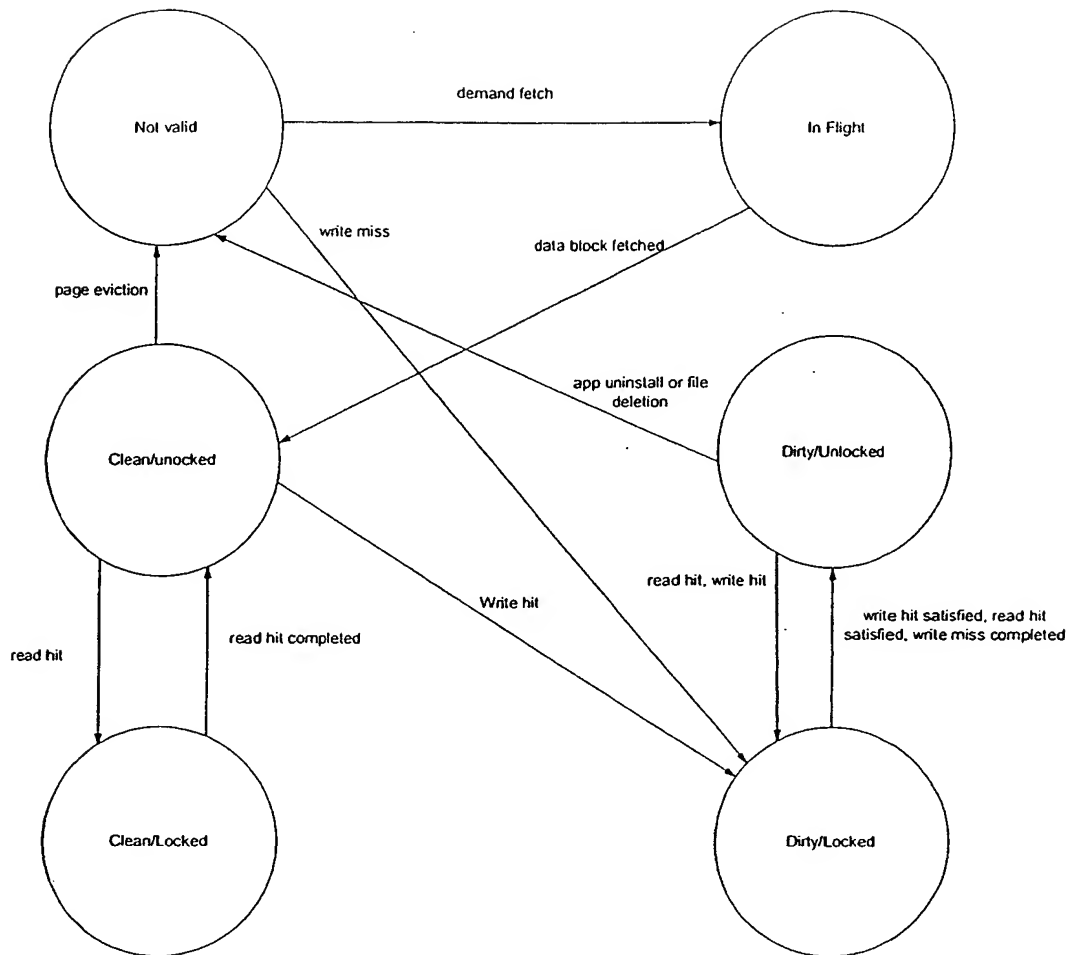
A hash table will be used to map file IDs to file inodes.



The inode contains pointers to each block's location in one or more cache page files:



To prevent race conditions, a single lock controls access to both the hash index and the linked list of requests that are pending network access. Individual pages in the cache may be locked for read or write access. Since each page's status is in the index, the index must be locked order to lock a page for reading or writing. The page states are controlled by the following state machine:



The dirty/clean distinction is between those pages that we have written locally (and thus cannot evict from the cache) and those pages that we haven't written (and thus can be refetched from the server).

A page would be locked while it was being read or written for copying to the file system driver. The operation may thus proceed with the index unlocked, without the possibility of page eviction while a copy is still in progress. The FSD worker thread is the only thread that reads or writes pages from the cache, so it's the only thread that can lock or unlock these pages. The in flight state is only for pages that are currently being fetched, either as a demand fetch or as a prefetch. The prefetching thread is the only thread that will put pages into this state, and only the networking thread will move pages from in flight to unlocked.

A list will be maintained of all "in-flight" requests. A single lock will control access to both this list and the cache index, so there are no race conditions between items being put on this list and data coming off the network. When the FSD worker thread gets a request, it acquires the index lock and looks at the status of the page. If the page is clean or dirty but unlocked, it will lock the page and copy it to the FSD. If the page is invalid, then this is a demand fetch, and the request is forwarded to the prefetcher. If the page is marked in

flight, then this is either a second request for an outstanding demand fetch, or it is a request for an in flight page. Either way, while this thread still holds the index lock, this request will be inserted into the list of in-flight requests. Race conditions might occur because the FSD might make multiple demand reads of the same page, or it may make a demand read to a page that is already in flight due to a prefetch.

Reading requested pages off the network and writing them to the cache (and to the file system driver, if necessary), are where this race condition comes up. We need to ensure that a request for a page that has arrived does not end up in the list of "in flight" requests. The solution is the following: When a data page comes back from the server, the networking component acquires the index lock to find the cache location of this incoming page. If the page is not marked in flight in the cache, this is a bug. (Of course, this is a relatively benign bug, and the NW component could just ignore the page.) The networking thread leaves the page as marked in flight, however, and unlocks the index. It writes the incoming page into the proper location, but it saves the in-memory copy of the page. It then reacquires the index lock, marks the page as clean/unlocked (since it's now in its final location in the cache), removes each request in the in-flight list for this page, then releases the lock. (Any further requests for the same page will find the page clean/unlocked, so the FSD worker thread will be able to satisfy these requests directly.) The networking component then proceeds to satisfy all of the requests it pulled off the in-flight list by using the copy of the page that it saved in memory. This way, it doesn't have to lock the index the entire time it is sending completed requests to the FSD.

Each of these complex scenarios is captured in the cache file's API's. As long as these are implemented correctly, other components don't need to worry about the exact sequence of operations that needs to occur.

### **Free Space Management**

Free pages will be maintained as a free list in memory and as a bitmap on disk. The free list will be built from the bitmap on eStream client software startup. Access to the free list will be controlled by the same lock controlling access to the index.

### **Evicting Cache Pages**

Individual cache pages may be evicted. There is an 8-bit field in the index for each page's importance. Initially, we will implement a random page replacement policy. Later, we will use this page importance field in an unspecified way to replace pages in such a way as to maximize interactive user performance and minimize application server load. Only clean/unlocked pages may be evicted. Pages that are evicted will eventually be put on the free list. Page eviction will only happen at "garbage collection" time. See "crash resilience and garbage collection," below.

### **Handling Cache Size**

Growing the cache should not be an issue. The cache manipulation routines must know the overall size of the cache, in pages. Increasing the size of the cache on the fly should be a relatively straightforward process, as we merely need to lengthen the cache file(s) and add the new pages to the free page list.

Unfortunately, shrinking the cache is a much more difficult operation, since it potentially involves moving around pages that might currently be in use for paging operations or be in flight from the network. Changing the cache around at runtime is both difficult to implement correctly and a performance problem. The current plan is to support shrinking the cache only at eStream client software startup. The maximum allowed size of the cache will be stored in the Registry. On eStream client software startup, the current size of the cache will be compared against the allowed size specified in the registry; if it is larger than the maximum size specified in the registry, then the size of the cache will be reduced by evicting files and compacting the freed space. A request by the user to reduce the size of the cache will take effect the next time the client software starts.

Note that files that the user writes to the z: drive are not considered candidates for eviction (unless the file is explicitly deleted.) This means that the user's on-disk cache may in fact grow to be larger than the limit they specify.

Also note that at least one free page (not used by user-written files) is required for the file system to make forward progress. We also may want to require some minimal amount of cache before eStream will even run. Thus the maximum cache size specified by the user should be considered a "soft limit." There would be a "hard" minimum amount of space equal to the number of pages required to store the files written by the user on the z: drive plus a small amount of cache we designate just for running eStream. If this hard minimum is greater than the soft maximum specified by the user, the hard minimum would win. I would recommend preallocating and non-zero filling the file on disk so that we know that the space is available.

### **Crash Resilience and Garbage Collection**

In order to provide crash resilience, the index will be periodically checkpointed to disk. Note that allocating blocks does not cause problems if the index is not updated. However, we cannot reuse a page's storage until that page has been marked free on disk.

The solution to this problem is to periodically garbage-collect the cache (if it is nearly full), and writing the index to disk. The cache manager will alternate between writing two cache index files. The index file will have a marker at the end that indicates that it has been successfully written and a time stamp, and on startup the ECM will use the latest, fully written index.

Data blocks will always be written directly to the cache page files. These files must be flushed before writing the index.

Garbage collection involves the following steps:

- lock the index
- copy the free list
- choose blocks in the cache to free, and make a list containing just the newly freed blocks. Mark these blocks as invalid in the file's inodes, but don't put them on the free list (yet)

- make a copy of the index
- unlock the index
- merge the list of newly freed blocks with the copy of the free list
- flush all cache page files
- write the new, merged free list (as a bitmap) and index to disk
- lock the index
- add the newly freed blocks to the free list
- unlock the index
- free any allocated data structures

### **Index File Contents**

The index file contains the following items:

- List of cache block files, with their sizes
- Free block bitmap, per cache block file
- Inodes for all files; may be stored hashed or may be rehashed on startup.

## **Testing design**

### ***Unit testing plans***

Cache file manipulation routines can be tested in isolation. We will write a standalone harness that exercises the functionality of the cache file manipulation routines by performing cache level operations directly. A multithreaded unit test for the cache manipulation routines would be ideal, so we can test the correctness and performance of our locking strategy without the need to build the entire cache manager.

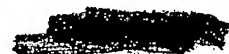
Each "thread" of execution described by this document can be separately tested by creating a testing harness providing that thread inputs and monitoring its outputs. Replacements for the EFSD interfaces can be very effective here.

### ***Stress testing plans***

An interesting stress test for the cache manager is if it can work correctly with very small caches, even all the way down to 1 page. (Or at least, a cache with all pages but one marked as dirty.)

The cache manager will be able to operate in "verify mode," where requests that hit in the cache will still be sent to the server, and the pages returned by the server will be compared with the cached page's contents.

The cache manager will support multiple different page checksum algorithms. We can use a fast algorithm for deployment while using a more rigorous one in development. This also has the benefit of allowing us to test the performance impact of various checksum algorithms.



The cache manager will have the ability to verify the integrity of the cache index and free page bitmap. In particular, it will have the ability to determine that no pages are allocated to more than one file in the file system, and that each page belongs to a file or is on the free list.

Stress testing for the ECM will include crash testing.

Cache manager testing will include resizing the cache.

### ***Coverage testing plans***

### ***Cross-component testing plans***

We can build a "cache only" file system by not using the prefetching and network components. This allows us to test the EFSD in conjunction with the cache manager without involving the prefetcher or the network component.

Early implementation of the client will likely involve a null prefetcher that does no prefetching.

We can use the testing harness for the cache manager that doesn't use the EFSD to drive the cache manager in conjunction with the prefetcher and network component. This allows us to test the combination of these components without driving it with the live file system driver.

## **Upgrading/Supportability/Deployment design**

The client user-mode software and device drivers are packaged separately. (I.e. the client executable and the drivers are separate files on the disk.) This leads to the possibility of a "partial" upgrade that results in inconsistent versions of the drivers and client user-mode software. The drivers should support an interface that returns the version number of the driver, or of the interfaces provided by the driver. This will help the client software to recognize situations where it should tell the user to reinstall the client software and not result in bad system behavior.

Most (all?) on-disk data files should have file headers containing at a minimum a magic cookie and the file format version number. This will help us with upgrades in the future.

## **Open Issues**

We need to address what happens when a fetch is requested and no empty space can be found in the cache. The prefetcher should probably block until such time as space is



made available for this request. While operating with very small amounts of cache will obviously cause bad performance, it should not result in a deadlock.

## **Exhibit C4**

# **eStream Cache Manager Straw Man Proposal**

Version 0.2

## **Purpose**

The purpose of this document is to serve as the basis for the design of the eStream Cache Manager. As a straw man, this document is meant to serve as the basis for discussion, and anything here is subject to change. Assuming there are no major concerns with this document, I will proceed with producing a low level design for the cache manager.

## **Requirements in Brief**

Support > 2GB client cache, possibly across multiple drives

Provide some level of protection against piracy, via both the file system and the cache

Fast lookup for what is in the cache and where to find it

Support automatic and user-specified cache size policies

As far as cache size goes, I think that it is reasonable for eStream 1.0 for the cache to be limited to one disk partition and 2GB of space, but the design should allow for very large caches (spanning more than one file and possibly more than one drive letter.) Note that if the cache is greater than 2GB in size, it cannot be mapped into the address space of a single process under NT/2000 on x86.

## **Cache Organization**

The cache will be contained in 2 or more files. One file will contain the cache indices, and one or more files will contain the data blocks for cached files. (More than one cache data file may be required if the cache is larger than the largest file allowed on the native file system.) This allows us to keep the cache index file memory mapped and only map the data file(s) if there is enough memory space to do so.

## **Data Blocks**

The cache data file will contain data pages from the file system 4k in size.

Data will be stored in the cache uncompressed to allow easy page retrieval.

## **Cache Index**

The cache index will be a b-tree. The key for the lookup will be the file id and page number requested. Keys in the b-tree are the set { volume #, file #, starting page, # of pages }. A lookup will succeed when the volume number and file number match, and the requested page is in the range from starting page to starting page + # of pages. The data stored for that key will be the offset into the cache for the beginning of the run. As is described in the file system proposal, the file number and starting pages are each 32 bits long. I propose making the starting page a 48 bit number and the number of pages a 16 bit number. This allows us to have a very large total cache and reasonable sized runs of contiguous pages in the cache.

Free space in the cache will have to be managed. Free blocks can be placed into a specially identified "free space file" in the index. Some auxiliary data structures may be convenient to make searching for a region of free space of a particular size.

Metadata for a file would be stored in the cache. It would be indexed by page number -1 in the index.

### **Cache Replacement Policy**

For simplicity, I propose that the cache manager evict entire files from the cache when it decides that it needs to clear room in the cache. (Of course, any fragmentary file that is in the cache can be evicted.) We should implement LRU for cache replacement, so we will evict files for apps that have not been run recently.

### **One Cache Per System**

Administrator privileges are required to install eStream. While various users on a system might have conflicting desires about eStream configuration, such as the size of the cache, I think that it is reasonable to have a policy where the administrator controls the setup of the eStream client. By limiting the cache to one per system, we eliminate any ambiguity about cache use in a multiuser environment.

### **Profiling and Prefetching**

Profiling and prefetching have been broken out as a separate component in the client. It will be described elsewhere. It is expected that while the profiler/prefetcher will want access to the cache data structures (i.e. it wants to know what's already in the cache), the logic associated with prefetching is not logically tied to the cache manager, and should thus be separated.

### **Future Directions**

Compression of the cache could potentially be a big win. We could provide cache compression similar to the way that NTFS provides file compression - we compress some number of blocks at a time (e.g. 16) and only store the compressed data when it saves at least one block of storage. Caching of data on disk can sometimes be a performance win, since decompressing the data can be faster than transferring it on disk if the disk is slow enough.

**Exhibit C5**

#### EStream Client Functionality:

- ⇒ Installation of eStream client code
  - Use browser to contact ASP Web Server, download bits to be installed.
  - Install z: file system hooks & setup to have z: mounted at system boot.
  - Install eStream client code, which services z: file sys requests from local cache or from servers & which handles sideband communication w/ servers, and setup to activate estream client code at system boot.
  - Install NoCluster.sys to disable page fault clustering at system boot.
  - Install eStream browser plug-in, which can receive messages from ASP Per-User Account Server alerting eStream client when new app purchased. [Sending unsolicited messages may not be possible thru firewall.]
- ⇒ Execution of eStream client code
  - Respond to z: file sys requests. For apps w/ active online connection(s), user sees the detailed contents on z: that one would see if one had installed the apps locally, though copy access may be controlled. For apps to which the user has obtained offline access, user also sees the appropriate detailed contents on z: (although the files are actually in eStream client-managed memory on local disk). For each app whose connection is currently inactive, user sees a placeholder file entry on the z: file system (on which the user can double-click to launch an active connection).
  - Establish/terminate session logins to ASP Per-User Account Server, upon user request or upon receiving app purchase message from browser plugin.
  - Obtain/cache unique certificates for purchased applications from ASP Per-User Account Server.
- ⇒ Register with ASP
  - Use browser to contact ASP Web Server.
  - Follow ASP process to register.
  - User obtains login/password, used by estream client code for sessions.
  - ASP records user's login/password on ASP Per-User Account Server.
- ⇒ Purchase of application
  - Use browser to contact ASP Web Server.
  - Follow ASP process to buy app; user is given unique certificate for app.
  - App purchase & certificate recorded on ASP Per-User Account Server.
  - User is directed to go to client & request app installation and/or ASP Per-User Account Server attempts to send message to eStream browser plug-in on user's preferred client system (if any), so client can begin app install.
- ⇒ Installation of application
  - Send unique certificate for application to appropriate ASP DRM Server, get back id for closest/best App Server & a session id.
  - Contact designated App Server using id info, download meta-data about app, potentially including registry/DLL/filesys spoofing info, prefetching info, initial cache contents for app. For offline installation, obtain all files.
  - Perform initial installation & setup for app, after checking system for previously installed version of app & issuing any appropriate warnings.

- ⇒ Execution of application
  - Send unique certificate for application to appropriate ASP DRM Server, get back id for closest/best App Server & session id.
  - Contact designated App Server using id info, request file system data as necessary. Respond to running application's requests, collect usage data. Cache portions of application, file system info, & user preference info.
  - Detect server connection issues (apparent loss of connection or connection response below acceptable threshold); negotiate with ASP DRM Server for alternative connection if need be.
  - At exit from application (or at other selected times), save portions of cache to client nonvolatile memory. Upload usage information to ASP Per-User Account Server.
- ⇒ Uninstallation of application
  - Remove all registry/DLL/filesys changes associated with app installation.
  - Remove all meta-data about app.
- ⇒ Uninstallation of eStream client code
  - Remove z: file system hooks, eStream client code, & nocluster.sys.

EStream Server Functionality in terms of kinds of eStream Servers responding to Clients [may be embodied in any number of physical server computer systems]:

1. App server
  - functionally read-only
  - serves .exes, .dlls, etc.
  - contains install info (aka, eStream sets)
2. ASP web server
  - used to get eStream client bits
  - eStream browser plug-in
  - handle other user queries, e.g., concerning available apps, current billing status
3. Per-user account server
  - registration info, issue serial numbers for purchased apps
  - accept/store uploaded info about app usage
  - perhaps: user preferences for each app
4. DRM server
  - authentication of users
  - validate app licenses, track outstanding offline licenses
  - hands out licenses for #1 above

Estream Server Management/Maintenance Functionality

- ⇒ Install/maintain eStream apps [aka Builder]
  - Provide tool/methods to generate initial meta-data about app, including registry/DLL/file spoofing info, initial prefetching info, initial cache contents, etc.
  - Provide tool/methods to place app & meta-data into public access area and to remove from public access areas
  - Update meta-data as appropriate to reflect uploaded client usage info
- ⇒ Handle server traffic
  - Support trouble-shooting of performance or correctness problems

- Perform automated load balancing
- Support online addition/reconfiguration of servers
- ⇒ Provide tools to process uploaded app usage info.

Open functionality questions:

- ⇒ Supporting time-based charge for app-usage (e.g., rent by minutes of usage) complicates the design & may engender customer support/satisfaction issues. Do ASPs want/need this support? [Prefer to steer them away from this model.]
- ⇒ How should we handle minor upgrades/patches of apps (i.e., service packs)? One method to allow active use of previous versions plus availability of new versions without treating new versions as if they were entirely new applications would be file versioning.



## **Exhibit C6**

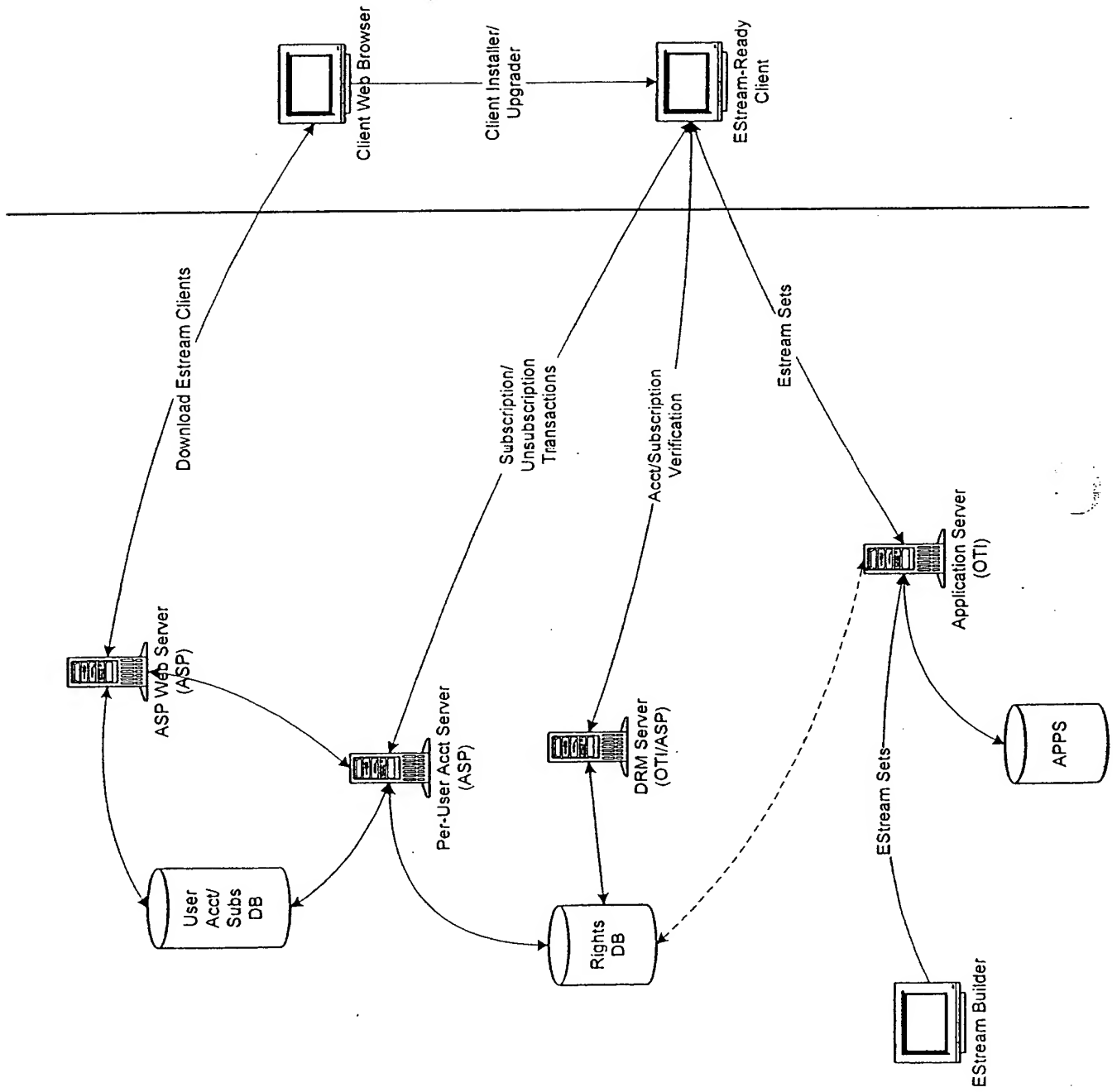
## EStream 1.0 Top Level Component Breakdown \* Revision 0.1

### Client system components

- ⇒ Z: File system manager [1]
  - Handles all z: file system requests generated on client
  - Makes requests to EStream cache manager
  - Attempts to filter references that suggest software piracy activity
- ⇒ EStream client core
  - Session manager [12]
    - Handles establishing/terminating ASP sessions
    - Negotiates for app license & security using user unique certificate
    - Invoked either by eStream client user interface or by cache mgr
  - Cache manager [2]
    - Responds to Z: file system manager requests
    - Maintains client cache of app & file system data/metadata
    - Requests info as necessary from Estream client networking
    - Requests session/license for non-mounted apps from session mgr
    - Consumes/gathers profiling/feedback data
  - File manager [3]
    - Provides interface to all eStream created/maintained client files
    - Gets requests from cache mgr, session mgr, file mgr/spoofers, registry mgr/spoofers, app install/deinstall, client install/deinstall
- ⇒ Estream client network interface [8]
  - Handles requests from EStream cache manager
  - Handles protocol interface to/from server
  - Performs compression/decompression, encryption/decryption of packets
  - Detects network problems & reports to session manager for renegotiation
- ⇒ EStream client user interface [5]
  - Displays error/info messages from any part of eStream code to user
  - Solicits/obtains info (e.g., login/password, app license) from user
- ⇒ EStream file system manager/spoofers [6]
  - Filters all non-z: file sys requests, redirects non-z: file refs as appropriate
  - Supports operation of eStreamed apps
  - Avoids eStreamed apps interfering with non-eStreamed apps
- ⇒ Estream registry manager/spoofers [7]
  - Filters all registry refs, handles registry contents for/about eStreamed apps
- ⇒ EStream application installer/deinstaller [14]
  - Obtains app spoofing/registry/prefs info & initial cache/profile data
  - Prepares system to be able to run app on user request
  - Supports deinstallation of app
- ⇒ EStream client code installer/deinstaller [13]
  - Installs all client Estream code components
  - Supports deinstallation of all eStream components
- ⇒ NoCluster.sys [4]
  - Disables page fault clustering in the kernel
- ⇒ Estream browser plugin
  - Optional EStream component which fields unsolicited server messages

**Exhibit C7**

# eStream Client-Server Diagram



## **Exhibit C8**

# **eStream File System Straw Man Proposal**

Version 0.5



## **Purpose**

The purpose of this document is to present a concrete proposal for the functioning of the eStream file system. In many places, I make some sweeping generalizations about how things should work without describing the data structures and interfaces involved in implementing them. This document should eventually involve into a design specification.

## **Issues Not Covered**

This document does not attempt to cover all issues present in designing the eStream 1.0 product. In particular, the overall authentication/licensing/security architecture is not covered in detail here. It is expected that the security functionality will be mostly orthogonal to the design of the basic file system functionality.

## **Background**

There are a number of different networked file systems out there. Many of them share some requirements with eStream. For example, AFS performs client-side on-disk caching, while Coda handles serious server redundancy and disconnected operation. Personally, I believe that AFS and Coda are the file systems whose designs are most relevant to us. For those interested in further background reading, you might also want to look at papers covering NFS, CIFS, xFS, DFS, and Zebra.

## **Single File System Name Space**

Many modern distributed file systems present the network file system as a single tree mounted at some location on the client system, regardless of which server hosts the data. (In fact, with AFS, every file on every server in the world can be accessed through a path starting with /afs on the client, assuming the client can reach that server and has sufficient privileges to do so.) Compared with systems like NFS and Windows sharing, where each share is mounted in a different location on the client, the single name space provides greater ease of use.

The eStream file system would present one universal logical file system. Regardless of which ASP provider supplies a particular volume, that volume will always be referenced via the same path on the eStream file system. That this is desirable or even feasible is predicated on the assumption that OTI is the only entity providing all eStream sets. Each volume must get a unique identifier and a unique location to be mounted in the file system hierarchy. If two different ASPs provide the same volume ID, then the contents of those volumes must be identical. This way, we don't have to tag things in the cache based on what ASP they came from, and the cache manager doesn't need to know anything about ASPs. If done correctly, only the client networking component and the LSM need to know about ASPs.

## **Volumes**

A volume is a complete subtree of a file system. Volumes may contain files and directories. Volumes may not be mounted in other volumes. A volume is a logical grouping of files within the file system and is the unit of replication across servers. An application will reside in a single volume. Two applications will never share a volume.

Volumes are uniquely identified by a 32-bit volume identifier. Each volume additionally has an 8-bit version number. This version number is incremented each time any file within the volume changes. (See supporting upgrades, below). Note that the volume id is globally unique. If two ASPs provide volumes with the same volume number (and version), they have identical contents.

A volume may be replicated on any number of servers. Each SLM server contains a map describing the application servers that currently provide each volume. This global replication of this table is acceptable because volumes are added or moved infrequently.

### **Identifying Files**

Files and directories are uniquely identified by the pair (volume id, file number). This tuple is called a file id. Volume id and file number are each 32-bit signed integers. Negative values for both volume id and file number are reserved for special purposes, leaving us with  $2^{31}$  possible volume IDs and  $2^{31}$  possible files per volume.

### **Finding an Application Server for a Volume**

The SLM will tell the client which application servers currently provide each volume. It may be necessary for the client to periodically poll the SLM to get up-to-date information about the state of the application servers. The License and Subscription Manager on the client will keep track of the currently subscribed applications and the application servers for each of these applications.

### **Directories**

Directories are specially formatted files that are used in a special way by the file system. They are identified by file ids, just like other files. From a client-server point of view, they are read by the client in the same way as other files. Directories contain arrays of entries with the following format:  
( volume number, file number, flags, length, filename )

The volume number and file number are 32-bit signed integers. The flags are 32-bits of flags. The length is 16 bits and is the length of the filename in bytes. The filename is a non-NUL terminated Unicode string. The structure is padded with enough Unicode NUL characters to make the structure a multiple of 32 bits long. The next directory entry begins on the next 32-bit boundary.

The access token is not part of the directory, as a single access token is required to access all files in a particular volume.

The volume number is required so that the the client can construct a local directory for the root of the directory structure in the same format as other directories (see filename parsing below). It also helps to provide a sanity check.

### **Accessing Files**

Assuming that a client has a file-id for a file that it wishes to access, the following client-server actions must be supported:

For stat-like information on the file, we need a `GetFileMetadata()` interface. The client would provide the file id it is interested in and the proper access token for this file. The server will either return the metadata for the file or an error condition (like access token expired or incorrect access token.) The metadata contains the standard Windows metadata information, including file length and file access times.

On a file open (`CreateFile` in Windows terminology), we need to verify that we have access to the requested file. This is probably best accomplished by calling `GetFileMetadata` and verifying that we can get the metadata. This way, we can fail file opens gracefully if we don't have an access token.

On reads (and writes, when we support them), the client will send the file id and the access token to the server along with an offset and a length for the read and write. The server will respond with the data. Note that the same mechanism will be used for reading both files and directories.

### **Pseudodirectories**

For those parts of the eStream file system name space that do not belong to any volume (such as the root of the file system), the client must construct appropriate directories based on the currently installed applications. This is to support filename parsing starting at the root of the directory. For example, if the client has word installed with a root of `/Worddir` and it is volume number 3 and Photoshop installed with a root of `/Photodir` and is volume number 4, the client would construct a directory for the root of the entire file system containing

File name, Volume number, file number

"Worddir", 3, 0

"Photodir", 4, 0

(The file numbers are both zero here because 0 is the index of the root directory of each volume, and these are the mount points for each volume.)

When new applications are installed, the root of the file system would have to be updated to reflect the newly installed apps.

### **Filename Parsing**

Filename parsing is handled one element at a time, starting at the root of the file system. Parsing one path name element involves reading the parent directory's contents (from the



cache or the app server), searching it for the file matching the next path element's name, and getting the appropriate file id so it can do further lookup.

### **Volume Versioning... Without File Versioning**

We can provide volume versioning and incremental volume updates without versioning each file in the file system. When a new volume is to be provided, we can append any new or changed files as new files in the volume, with new volume IDs that weren't already present. If a directory's contents have changed, then a new version of this directory will be built, with a new file number. This process will proceed from the leaves all the way to the root of the file system, eventually resulting in a new root. The old versions of things would still be available for old clients to access, but clients wishing to access the new version will simply start at the new root, and would thereby get to a consistent picture of the volume. Any file or directory that has not changed from the old version to the new one need not be replicated, and will be referenced by its old file number. (I.e. newly reconstructed directories will contain the old file number for any files that haven't changed.)

If we reserve the first 256 file ids for the root directory, then the version number can be the same as the file number for the root directory.

Note that if we decide that the complexity of this approach is too high, this does not preclude always creating a new volume from scratch for each update.

### **Constructing File IDs**

It is the job of the builder to produce the volume file to file id mapping and to construct all of the directories. Because directories are files identified by file id, this process must begin at the leaves of the volume and proceed to the root.

Note that constructing a new changed volume will consist of finding the diffs between the two volumes and producing some new directories. Changed or newly added files will get new file numbers, leaving the old ones around. Note that any directory that has had any descendents changed must be reconstructed with the new file numbers, and the new directory will get a new file number. This process will proceed to the root of the volume, which will receive a new file number.

### **Server Failover**

All app servers for a particular volume must share the same mapping of file ids to file, so server failover is trivial. There might be a performance impact if the new app server doesn't have the requested file in memory.

### **Writing Files into the Application Install Directories**

Two approaches have been discussed for the problem of applications that want to write files to their install directories. First, this can be handled wholly inside of the eStream file system. The cache manager could allow writes to files handled by the eFS, but these writes would not be written back to the server. Instead, they would simply be written to

the eFS cache and marked non-purgeable. This approach's primary advantage is that it does not rely on a file spoofer.

The other approach is to use the file spoofer to spoof some accesses to the z: drive. Any open for read/write access would cause the existing file (if any) to be copied to a location on the c: drive, and the file spoofer would then redirect the open to the newly created file. The file spoofer would have to keep track of any file created via this copy-on-write mechanism and redirect all future accesses to the copy. There are some issues to this approach. For example, it is extremely wasteful when files on the z: drive are opened for read/write access but are never actually written. However, it does help reduce the complexity of the eFS cache, and is trivial to implement if we have to do c: to z: file spoofing anyway.

In either case, to support the creation of new files in an application's install directory, it must be possible to modify the contents of directories in the cache.

If we don't use the file spoofing approach, there is the issue of how we support written files when we move to a newer version of a volume. It would probably be necessary to walk the cache and make sure that each written file gets placed in the appropriate place in the new volume version. This is likely to be non-trivial, because we need to have full information about the location of each modified file in the file system tree, and would need to download enough of the new volume directory structure to place these modified files there.

#### **64-Bit File Access?**

One question we should answer is whether we will support file sizes greater than 2 GB on the eStream file system. I'm inclined to say that such support isn't a requirement for the 1.0 product, but I also think that the implementation and verification complexity of 64-bit file access on the file system is low enough that we might want to consider building it in anyway.

#### **Simplifications**

We could preclude the possibility of an application consisting of more than one volume.

#### **Future Possibilities**

Epicon seems to make a big selling point of their technology involving "self-healing" of damaged application files. Such support could be provided by computing checksums on files in the cache. Whether or not we want to support this is an open question. My feeling is that it's something we should leave out of 1.0.

#### **Outstanding Issues**

Cache organization has not been addressed.

Finding and downloading the app install block has not been addressed.

Security in a multiuser system has not been addressed.

## **Exhibit C9**

# **A Method for Efficiently and Securely Delivering Computer Applications over a Network**

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Managing a networked computing environment is a daunting task. The laborious process of ensuring that each computer contains a current version of each application is very time consuming. Several solutions exist to help *Information Technology* (IT) departments reduce application management costs and improve the likelihood that each computer has the appropriate version of each application. These solutions fall into three categories: server-based computing, automatic distribution and application servers.

Server-based computing solutions simplify application manageability by running applications on a *farm* of servers along with mechanisms that deliver the output of the application to a *client* machine and send the keyboard and mouse input back to the server. In this manner, server-based solutions give the appearance of providing the appropriate version of each application on every machine. Using a server-based solution, IT departments reduce application management efforts to managing a server farm. Additionally, applications with modest graphical requirements can be delivered across limited bandwidth network connections and be available during business travel or for telecommuting outside the corporate network. The drawback of server-based solutions is the server farm must provide sufficient computational resources to run all the applications requested simultaneously. Doing so, especially during peak demand periods, requires very substantial investments in servers. Providers of server-based solutions claim that server costs are offset by reductions in the computational requirements placed on client machines. In practice, server-based solutions rarely result in the purchase of cheaper, less-powerful clients because users prefer to retain the freedom to use applications not available through the server-based infrastructure.

Automatic distribution solutions address application availability and versioning issues by providing a mechanism whereby client machines can automatically download new and updated applications from a central server. Automatic distribution solutions consist of a mechanism that takes an inventory of the applications on a client machine and compares it against the current application list. When an update is required, automatic distribution solutions leverage the standard application installation and upgrade processes.

Unfortunately, this requires transferring the entire application to the client, a process that can take minutes across a fast network and hours for business travelers or telecommuters. On the positive side, automatic distribution solutions scale more easily than server-based solutions, as a single server can handle many times as many users and applications.

Application server solutions address application availability and versioning issues by placing all applications on a central storage location. Client computers access these applications through a *network file system* that acts like a standard local file system on a client machine, but in fact provides files stored elsewhere on the network. Many clients can access the same copy of the application stored on a network file system and the IT department can easily upgrade or install applications that can then be used on all client machines. The network file solution works well in cases where network bandwidth is high (10Mb/sec or greater) and latency is low. Current solutions, such as NFS developed by Sun Microsystems, also lack robust security features and are intended for use inside secure corporate LANs.

## Background

Figure 1 illustrates a basic computer system. The *central processing unit* executes application instructions that request it to perform operations such as addition, subtraction, multiplication, division and moving data between the various system components. The

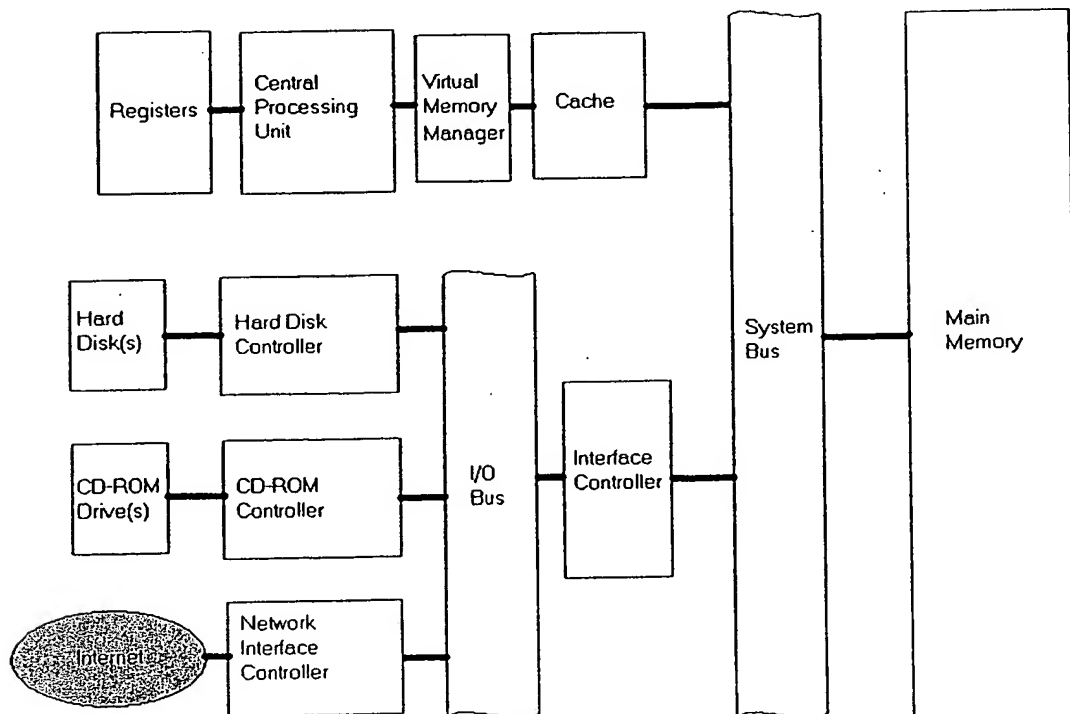


Figure 1: Computer System

central processing unit has two main areas in which it manipulates data: *registers* and *main memory*. Registers are fast but few in numbers. Accessing the main memory takes much longer, but there is much more space to hold data in main memory than there is in the registers. While the central processing unit communicates with the registers directly, its link to main memory and the rest of the system is through a communication pipe called the system bus. The system bus coordinates data transfers between system components and operates more slowly than the central processing unit does. Between the central processing unit and the system bus are two special components known as the *virtual memory manager* (whose purpose will be explained presently) and the *cache*. The purpose of the cache is to keep a copy of the most recently referenced data stored in main memory. This is done so that the system bus does not need to be used if these data are referenced again. The cache improves the performance of the system because of a phenomenon called *locality*. Locality dictates that the most recently referenced data are the most likely to be referenced again.

One of the components directly connected to the system bus is the *interface controller*. The interface controller acts as a buffer between the system bus and the slower and more complicated *Input/Output (I/O) bus*. The job of the interface controller is to convey I/O requests from the central processing unit to the *I/O device controllers* and transfer data between I/O device controllers and main memory. Applications running on the computer system are not permitted to communicate with either the interface controller or the I/O device controllers directly. This is because controllers are very sensitive to the timing of events and can easily be put into states where they stop operating properly or start misbehaving so that other components can no longer perform their tasks. The computer system is managed by a special application known as the *operating system*. The operating system is made up of many components. Among these components are a group known as the *device drivers*. The main purpose of a device driver is to hide the intricacies of dealing with the I/O interfaces from the rest of the operating system.

I/O device controllers perform the task of controlling the physical or electronic components that make up a device. For example, the *hard disk controller* converts a command to read a particular block of data (called a *sector*) from the hard disk into appropriate levels of electrical current to move the disk's read/write heads to the precise area of the disk in which the sector is located. It also converts the electrical impulses returned by the head's amplifiers into streams of one's and zero's and scans them to determine when the appropriate sector is being read by the head. Once the interface has read the sector and verified through the use of *error detection codes* that it was read correctly, it communicates over the I/O bus to the interface controller and informs it that the sector is ready to be transferred so that it can begin its journey to main memory and, ultimately, the central processing unit.

The *network interface controller* is another component that is commonly found on the I/O bus. Like other device controllers, the network interface controller performs the task of converting commands to send or receive information across an external network connection into the appropriate electrical currents and voltages required to exchange data across the particular type of network that the interface is connected to. The network interface controller also works in conjunction with an appropriate device driver through which applications send and receive data across the network. Because a large part of networking is based on following complex protocols, naming schemes and software-controlled virtual connections, more sections of the operating system are usually located between the network device driver and applications which handle all of the intricacies of splitting long streams of data into shorter ones (called *packets*) which are acceptable to the network. The collection of physical and software components connected together to support network communications is known as the network stack and an instance of one is shown in figure 2. In this illustration, a network interface controller capable of communicating on an Ethernet network is physically connected to an I/O bus using the Peripheral Component Interconnect (PCI) standard. These two components make up the physical or *Hardware* portion of the network stack. The operating system provides a device driver for each of these physical components that are shown at the bottom of the *Software* portion of the network stack. The operating system also provides a component that communicates via the device drivers to implement the Internet Protocol (IP) while another component will use the IP component to implement the Transmission Control Protocol (TCP) and an application might use the TCP component to implement the HyperText Transfer Protocol (HTTP) to implement a web browser.

Having explained the basics of computer systems and network stacks, we turn our

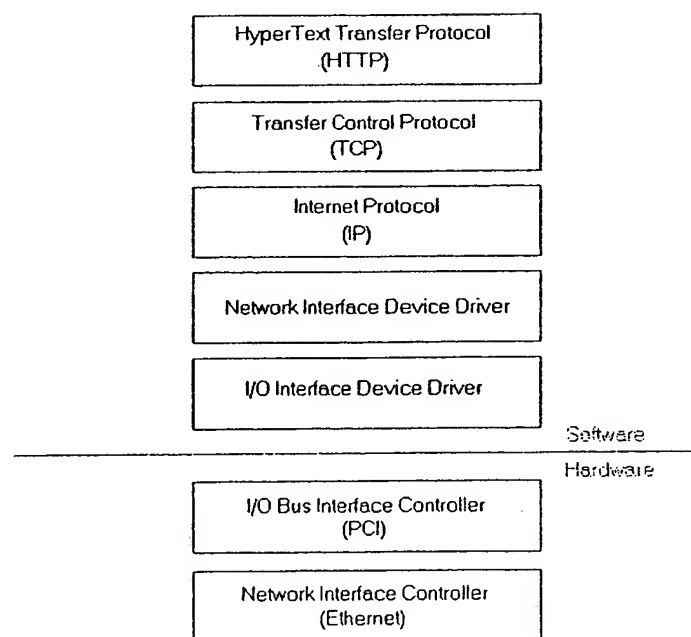


Figure 2: The Network Stack

attention to the virtual memory manager. The central processing unit can reference more main memory than is physically available. The virtual memory manager's task is to mitigate this problem by using a storage device such as a hard disk as an overflow area for data that are not frequently used. This is analogous to keeping documents that are infrequently needed in boxes in the garage. When such a document is needed, its box is brought in from the garage and another box inside the house is selected and taken out to the garage to keep the house tidy. Likewise, the virtual memory system keeps boxes of data called *pages* along with a data structure called a *page table* that keeps track of where each page is currently stored. When the central processing unit needs a piece of data, it sends the *address* of the data to the virtual memory system which quickly determines which page that address is in and consults the page table to determine where that page is located. If the page is in main memory, then the address is modified to location in main memory where the page data actually resides. If the page is not in memory, the virtual memory manager *interrupts* the central processing unit to run another component of the operating system known as the *page fault handler* to obtain the page from the hard disk and copy it to main memory where it can be accessed by the central processing unit. The page fault handler calls on the appropriate device drivers to read the page from the hard disk and copy it to main memory. Before doing this, the page fault handler will usually need to make room for the desired page by selecting another page currently in main memory and writing it to the hard disk so that it can be read back if it is ever needed again.

One of the most fundamental concepts underlying the computer system described here is that *applications are data*. They can be wholly or partly stored in main memory or on a hard disk or a CD-ROM disc or, for that matter, on another computer system accessible through the network. Because the central processing unit accesses and manages data in main memory, any part of an application that the central processing unit wants to execute must be brought into main memory. Since there is no difference between applications and data, the virtual memory manager and the cache will handle application components as if they were any other pages of data. One advantage of this is that it allows a computer system to execute an application without having it completely in main memory. The operating system can *map* the application to a set of addresses through the expedient of changing the page table to indicate that the pages comprising the application currently reside on the sectors of the hard disk where the application is stored. When the central processing unit attempts to execute some portion of the application for the first time, the virtual memory manager will interrupt the central processing unit and the page fault handler will copy a page's worth of the application to main memory. The central processing unit can then execute the application instructions in that page without being interrupted until the application strays into a page that has not yet been brought to main memory.

There are numerous advantages to mapping applications via the page table (aka *memory mapping*). The first is that large portions of most applications are never needed except in rare circumstances. For example, very few *spreadsheet* application users make use of *pivot tables*, although a large number of instructions exist solely for the purpose of implementing the pivot table functionality of the spreadsheet application. Bringing all



these instructions into main memory before they are needed would almost always be wasted time and effort. In fact, only a small portion (about 10-20%) of most applications is referenced most (80-90%) of the time. This phenomenon was introduced earlier as *locality*. Memory mapping thus improves performance by reducing the amount of application code that need to be transferred from the hard disk to main memory. Also, since only 10-20% of an application is needed at any given time, memory mapping allows an operating system to simultaneously run several applications while using only the amount of main memory that would be needed to hold one entire application.

## Technical Description of the Problem

Locality and memory mapping would then seem like the perfect solution to executing applications across a network. Rather than having the application installed and stored on a computer system's hard disk, it can be kept somewhere on the network and paged in as needed. There are several problems with this approach, however, namely: bandwidth, latency and security.

To handle a request for a page from a hard disk, the page fault handler would determine from the page table which sector on which disk the page was located in. The following steps need to then take place:

1. The read sector command is sent to the disk device driver which will place it on a queue where it will wait until all previous commands for that disk have been sent and the hard disk controller indicates that it is ready to receive its next command
2. The read sector command and the address of the appropriate hard disk controller are passed to the interface controller device driver, which places them on a queue where it will wait until all previous commands for the interface controller have been sent and the interface controller indicates that it is ready to receive its next command
3. The interface controller waits for the I/O bus to become available and transmits the read sector command to the hard disk controller
4. The hard disk controller determines where it needs to position the read/write head and sends appropriate levels of current to the head controller to move the head
5. The head controller and head are physical devices which obey the laws of physics and must accelerate, cross the distance in space towards where the sector is located and then decelerate to stop the head at the appropriate location
6. The disk platter, which is also a physical device, is spinning at a constant number of revolutions per second and the disk controller must wait until the desired sector begins to travel under the head so that the sector can be read
7. The hard disk controller reads each bit of each byte that makes up the sector and its error detection codes and stores them in a small memory buffer, the rate of speed at which this happens is determined by how long it takes the spinning platter to rotate across the length of the sector
8. The sector is then verified by the hard disk controller by examining the sector data and the error detection codes

9. The hard disk controller waits for the I/O bus to become available and transmits a message to the interface controller informing it that it has the requested sector
10. The interface controller waits for the I/O bus to become available and transmits a message to the hard disk controller requesting that it send the sector data over the I/O bus
11. The hard disk controller waits for the I/O bus to become available and transmits the sector data to the interface controller
12. The interface controller places the sector data in a memory buffer
13. The interface controller waits until the system bus is available and then transfers the sector data to main memory
14. The interface controller sends a request on the system bus to the central processing unit indicating that it would like to communicate with its device driver
15. The central processing unit places the request on a queue and, when it is ready, begins to execute the device driver
16. The device driver determines which command has successfully completed, removes it from its queue and informs the operating system that its should execute the disk drive device driver because something that interests it has happened
17. The hard disk device driver determines which command has successfully completed, removes it from its queue and informs the page fault handler that its page is now located in main memory
18. The page fault handler updates the page table to reflect the new location of the page and informs the central processing unit that it can resume executing the application that caused the page fault

This represents a substantial amount of work. Fortunately, most of these operations are completed very quickly given the tremendous computational capacity of a computer. The most time-consuming items are the ones that transpire in the physical domain. Moving the disk head takes about 8-12 msec and waiting for the platter to rotate another 0.2-0.5 msec. Another significant factor is the time spent transferring the page over the I/O bus whose bandwidth is in the 20-80 Mb/sec range. For standard 4 KB pages, this consumes between 0.4 and 1.6 msec of time. Translating this into real time as might be perceived by a human user, if a large application incurs 1000 pages faults (4 MB, average for a 20-40MB application) the system would spend about 12 seconds handling page faults. This would be spread out across the execution of the application with roughly one-third of it happening when the application is initially started. Since large applications usually execute for many minutes, the overall time spent handling page faults tends to be unnoticeable to a user except at the very start of the application or when the system is pushed beyond the point at which the physical memory available can hold the portions of the applications that it is executing. The latter situation is known as *thrashing*, which is characterized by constant disk activity and very little useful progress.

Suppose that the application were to reside on another computer system and the virtual memory manager could access this via the network interface controller. The previous page fault scenario would now be handled as such:

1. The read page command is sent to the appropriate layer of the network stack (most likely the HTTP layer) and would work its way to the network interface device driver which will place it on a queue where it will wait until all previous commands for that network interface have been sent and the network interface controller indicates that it is ready to receive its next command
2. The read page command and the address of the appropriate network interface controller are passed to the interface controller device driver, which places them on a queue where it will wait until all previous commands for the interface controller have been sent and the interface controller indicates that it is ready to receive its next command
3. The interface controller waits for the I/O bus to become available and transmits the read page command to the network interface controller
4. The network interface controller waits for the network to become available and sends appropriate levels of current across the network to send the request for the page
5. The message is received by the computer system that contains the page
6. The page is placed on the network
7. The network interface controller detects the reply and reads each bit of each byte that makes up the page and its error detection codes and stores them in a small memory buffer, the rate of speed at which this happens is determined by the bandwidth of the network
8. The page may have been broken up into a number of smaller packets, in which case the network interface controller waits for each packet to arrive and reconstructs the original page in a memory buffer
9. The page is then verified by the network interface controller by examining the page data and the error detection codes
10. The network interface controller waits for the I/O bus to become available and transmits a message to the interface controller informing it that it has the requested sector
11. The interface controller waits for the I/O bus to become available and transmits a message to the network interface controller requesting that it send the page data over the I/O bus
12. The network interface controller waits for the I/O bus to become available and transmits the page data to the interface controller
13. The interface controller places the page data in a memory buffer
14. The interface controller waits until the system bus is available and then transfers the sector data to main memory
15. The interface controller sends a request on the system bus to the central processing unit indicating that it would like to communicate with its device driver
16. The central processing unit places the request on a queue and, when it is ready, begins to execute the device driver
17. The device driver determines which command has successfully completed, removes it from its queue and informs the operating system that its should execute the network interface device driver because something that interests it has happened

18. The network interface device driver determines which command has successfully completed, removes it from its queue and informs the rest of the network stack that the page arrived until finally the page fault handler is informed that its page is now located in main memory
19. The page fault handler updates the page table to reflect the new location of the page and informs the central processing unit that it can resume executing the application that caused the page fault

This sequence does not appear to be any more complicated than the previous one. Appearances are deceptive because steps 4 through 8 have been understated. Exposing these issues requires an understanding of networks.

A network is a collection of computers joined by a communication link and a common protocol that allows them to successfully transmit messages from one to another. Because the communication link is shared, a computer that wishes to send a message to another must usually wait its turn or ask to be given permission to speak. If this were not so, then most messages would collide with other messages traveling along the network and very little useful communication would take place. As more computers are added to a network, the amount of time that they must wait to send a message relative to the amount of time needed to transmit the message quickly increases. Some relief can be obtained by limiting the length the message each computer can send before it must yield the network to another machine by splitting long messages into a sequence of smaller *packets*. Even then, if too many computers are connected to the network the wait becomes intolerable.

To allow large (*wide-area*) networks to work, the network is divided into many smaller networks called *subnets*. Each subnet is limited to a handful of computers. This makes it easy for one computer to communicate with another computer on the same subnet without having to wait very long. Within each subnet there is a special computer known as a *gateway*. The gateway is special in that it is able to communicate with the world beyond the subnet. When a computer needs to send a message to a computer on another subnet, it sends it to the gateway. The gateway receives the message and decodes it enough to determine who the intended receiver is. The gateway consults a data structure called a *routing table* to determine which of the computers that it can communicate with can forward the message to its intended receiver. The process of receiving a message, consulting the routing table and forwarding the message is called a *hop*. Sometimes, the gateway will receive a message from beyond its subnet addressed to one of the subnet computers. The gateway will realize that it can communicate with that computer directly and forwards the message straight to the destination computer. All network interfaces on the subnet will "see" the message, but only the network interface on destination computer informs its network stack that a message has arrived.

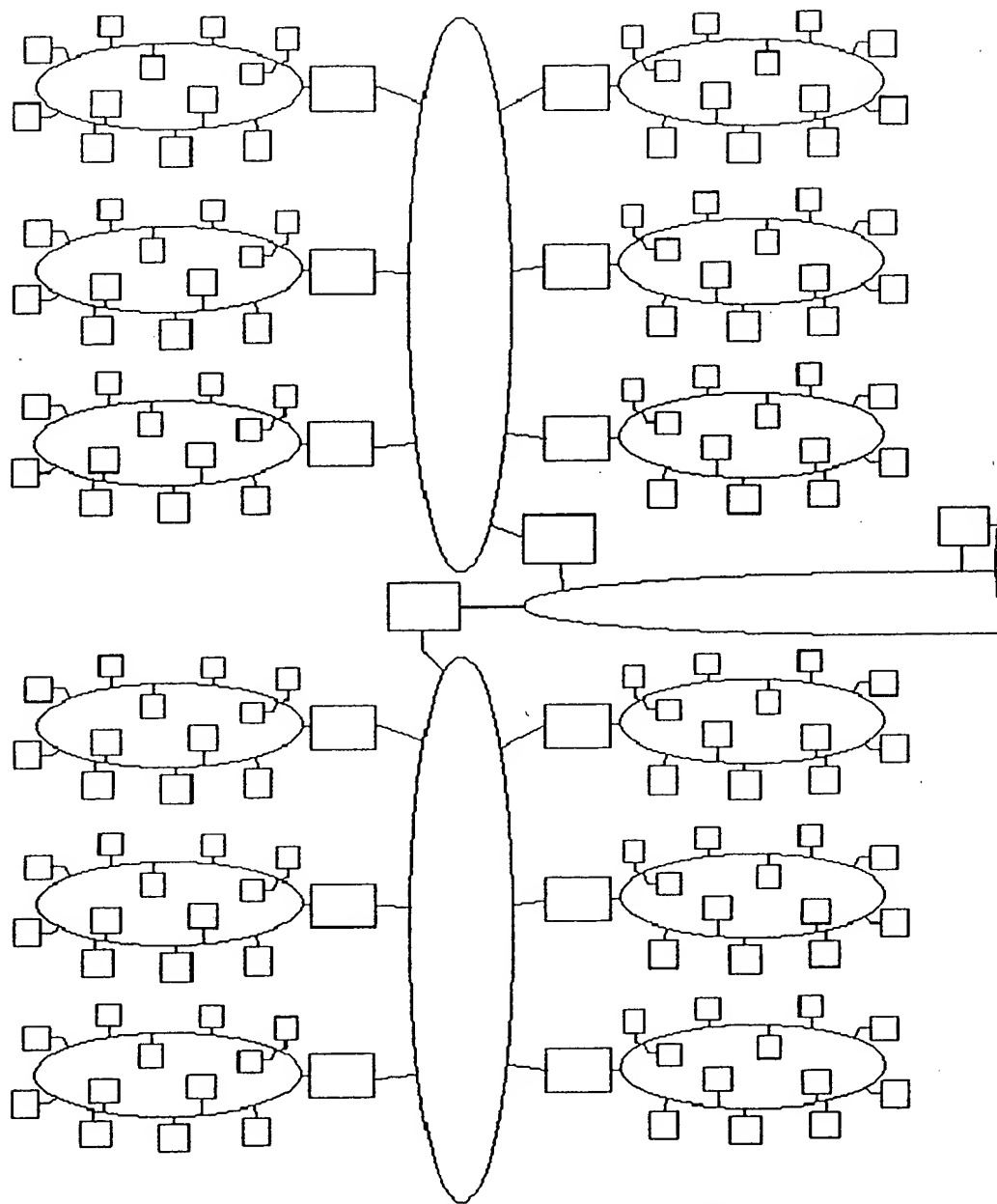


Figure 3: Portion of a Wide-Area Network

Figure 3 illustrates how a large (*wide-area*) network such as the internet can be constructed by subdividing the network into many subnets and linking them together using gateways and other special computers, called *routers*, that do nothing but exchange messages. Using this scheme, a lot of communication transpires in parallel on different subnets so that each individual machine does not have to wait long to send a message on its subnet. The downside of this scheme is that messages might need to cross many subnets to reach their destination. At each crossing, a hop takes place requiring the address of the message to be decoded, a decision to be made about which computer to forward the message along to, and a forwarding of the message on a different subnet. Along the way, different subnets might impose different limits regarding how long each

message can be which may force a gateway or router to split the message up into two or more packets and forward each of them separately.

With this understanding of networks, we return to steps 4 and 5 of the network paging process. If the computer containing the page is on the same subnet as the computer running the application, these steps take little time to complete. Depending on the type of network, its bandwidth and assuming that the distance between the computers is no more than a few hundred meters, the latency of this event is in the 0.1 to 1 msec range. These assumptions hold for small, carefully crafted commercial environments. Step 6 requires the receiving computer to process the request for the page through its network stack, locate the requested page and invoke its network stack to send the page data. The time required to locate the page will likely be similar to the time it takes to obtain a page from a local hard disk. Sending the reply involves another short delay to obtain clearance to use the network. If the network has been crafted properly, as would be the case in a commercial subnet, then the reply will not have to be split up into smaller packets. Step 7 depends on the bandwidth of the network. Assuming commercial, 100 Mb/sec bandwidth, this will take 0.3 msec.

Given a carefully chosen and configured subnet as one might expect to be able to craft in a commercial environment, each page reference over the network would be serviced in no more than 15 msec. The large application that incurs 1000 page faults will spend 15 seconds waiting for pages. This is nearly indistinguishable to a human from the local hard disk and quite acceptable. A commercial subnet environment is also easy to isolate and protect from potential security hazards with *firewall* and *proxy* gateway computers that allow only trusted messages to enter and leave the subnet. This level of security ensures that the application cannot be obtained without permission and that computers on the subnet cannot be improperly controlled by replacing real page reply messages with pages containing a dangerous *virus* or *Trojan horse*.

Consider the case where the computer executing the application and the computer serving the pages are several network hops from each other and connected across subnets whose bandwidth is less than 100 Mb/sec. Each hop incurs a delay of 1 to 10 msec while the message address is decoded, a routing table consulted and the message buffered and re-packaged to send on to the next hop. Some subnets, particularly the ones that reach a residence are physically large (many miles between the gateway and the other computers) and have bandwidths of between 0.5 Mb/sec to 2 Mb/sec. Under these conditions a page request could be expected to take anywhere from 60 msec to upwards of 600 msec to be serviced, or 5 to 50 times the local hard disk page service interval. In this scenario, a large application making 1000 page requests would spend 60 to 600 seconds waiting for pages. This is a very noticeable and unacceptable amount of time. Yet, it is this scenario much more than the previous one that reflects the environment available to wide-area commercial network and residential users.

## Technical Description of the Invention

The invention consists of the following components:

1. an *execution controller*: Run when an application resident on a remote system (called the *server*) is to be launched on a local system (called the *client*). Establishes association between application to be run on the client and its associated files on the server. Handles client side of initial security protocol between client and server.
2. an *application remote file interface*: Handles client interface to accessing files associated with an application that is resident on a remote server.
3. an *application cache manager*: On the client, locally stores previously requested portions of files and file system information associated with an application resident on a remote server. Requests referenced application code and data not currently in the client's cache. Employs existing profiling information to prefetch portions of the application from the server. Collects new profiling information about application to improve client prefetching in the future; this profiling information may also be uploaded to the server for use in improving prefetching performance and to assist in better pre-compression of file data.
4. an *application file server*: Responds to requests by client application cache manager for portions of application's files and directory structure on the server. Transmits compressed information (which may be pre-compressed with nearby data) for better bandwidth utilization. May send extra file data beyond that requested, if that data is expected to be referenced soon.
5. a *file system reference profile processor*: Processes the uploaded sequence of application file references and frequency information. This information, which was collected by the application cache manager, is used in its processed form by the "application stream set builder" in generating pre-compressed file datasets.
6. an *application stream set builder*, used to construct the *application stream sets* that the application file server consults to reply to application file requests.

The execution controller is a small piece of code that resides on the client. The execution controller is given an *argument* indicating which application is to be executed. From the point of view of the client and its operating system, the application is resident locally on the client; the execution controller negotiates with an appropriate server to allow the client to obtain (as needed) segments of the associated application files located on the server.

The execution controller handles the client side of the security protocol between the client and a server; one approach to implementing this security protocol is as follows. The execution controller contains a *security certificate* which uniquely identifies/distinguishes it from every other instance of an execution controller. This certificate has a *private key* that can be used to encrypt any message so that it can be decrypted only with the corresponding *public key* known to the server. Additionally, the execution controller knows the public key of the server but only the server has the private key which can decrypt messages encrypted with it. When starting, the execution controller forms a message indicating which application it is instructed to execute and

attaches to this message a randomly generated key which will be used to encode all subsequent messages between the client and server. The client encrypts this message with its private key and then encrypts the encrypted message with the server's public key. This doubly encrypted message is sent across the network to the server. The server uses its private key to decrypt the message. This has the effect of giving the client a high degree of confidence that only the true server intended to receive the encrypted message views its actual contents. The server then decrypts the message again using the client's public key. This has the effect of giving the server a high degree of confidence that the message was generated by the client. As a result, the server knows which application the client wants to execute and which random key to use in subsequent exchanges with the client.

Upon receiving notice from a client that it wants to execute an application, a server (or set of servers) performs the following actions:

- consults a database which indicates which applications the client is allowed to execute and, if the client is not allowed to execute the requested application, informs the client that it will not be served,
- determines if the application has been updated and, if it has, indicates this to the client, along with information concerning accessing the updated version,
- determines appropriate server location(s) of the desired application,
- checks load on these candidate servers,
- refers the client to the candidate server with the most appropriate load,
- informs the client that it is ready to serve the application.

Upon receiving a reply, the client will either continue with the application execution process, notify the user that it cannot proceed, or interact with the user to determine what action to pursue next, depending on the nature of the reply returned by the server.

If a server accepts the task of serving the application to the client, the execution controller passes the application access request on to the application remote file interface code. This code allows the client to reference file and directory information associated with the remote application as if it resided on a local physical disk device. It uses the network stack to request portions of the application's files and directory structure from the server and borrows storage space from a physical hard disk device on the client to archive this data for future use. The archive storage on the client is managed by the application cache manager, which is another small piece of code running on the client. The invention requires the execution controller, the application remote file interface, and the application cache manager to have been previously installed on the client via traditional software delivery methods.

The client's operating system begins executing the requested application located remotely on a server. The operating system memory-maps the application and begins executing it, with the application remote file interface code obtaining control whenever the client system's page fault handler determines that the application's page is located on the remote disk drive. The page fault handler asks the application remote file interface code to place the appropriate page data in main memory. The application remote file interface code sends a request to the cache manager for the desired data. If the application cache



manager has the data, it is placed in main memory and the application remote file interface code returns control to the page fault handler. If the application cache manager does not have the requested page data, it formulates a message to the server indicating which portions of the remote disk it needs, encrypts this message with the random key that the execution controller produced, and invokes the network stack to send the read message to the server. The requested portion of file data is identified by file name (or some numeric ID) and the pages of the file desired.

The application file server, upon receiving the message, decrypts it with the random key. This gives both client and server confidence that the request was sent by the real client and received by the real server. The server uses the file name and portion of the requested application to lookup or create a reply message. The simplicity of this action is critical to the invention because it is essential that the server respond quickly to any page request. The server makes every effort to index and pre-compute reply messages and to keep them in main memory where they can be rapidly accessed by the server's central processing unit. The response message may contain not only the requested page data, but also several other pages that will very likely be needed by the client in the near future. Alternatively, the client itself may request pages in advance of the application demanding them, by use of its local profile data. The stored response message is also pre-compressed to reduce its length; it is expected to be approximately halved. The response message is encrypted with the random key (this step is not done in advance, since each client sends a different random key, which is used instead of private and public key pairs because they require less time-intensive algorithms) and sent back to the client.

Upon receiving the reply, the client decrypts the message using the random key. This gives the client a high degree of confidence that it is receiving the reply sent by the real server. The client un-compresses the response and parses out the pages returned in the reply. Each page is returned to the application cache manager for future reference. The requested page is placed in main memory and the application remote file interface code returns control to the page fault handler, which allows the client's central processing unit to proceed executing the application.

When the next page fault occurs, there is a high probability that the application cache manager already holds the requested page. The page was either sent by the server on a previous run of the application or was packaged in a previous response to a page request during the current run. This likelihood is because applications have a significant amount of predictability in the order to which they reference sectors on a disk. These patterns can be determined over time by keeping a trace of page requests. In the invention, the application cache manager performs this task. As requests for pages are sent to the cache manager, it notes which pages were previously referenced in a table indexed by the page number. For example, when a request for page 513 of some file is followed by a request for page 1023 of some file, the cache manager records this information in a *page trace table*. The information in this table may be compiled into a message and sent to the server periodically and upon exit of the application. This process, known as sampling, places very little computational demand on the client and the server. The server stores these

tables and uses them after some time to build a new application stream set for the application.

Aggregation and analysis of the uploaded profile data is done by the file system reference profile processor, which is an application executed on a computer system that may be different than the client or server. The following process may be employed by this code to produce trace data used to build application stream sets:

- initialize a two-dimensional table,  $a$ , from  $a[0, 0]$  to  $a[s_{max}, s_{max}]$ , where  $s_{max}$  is the largest page number, to zeroes,
- for every element  $t[s]$  in a page trace table,  $t$ , where  $t[s]$  is a valid page add one to  $a[t[s], s]$  and
- for every column  $c$  in  $a$ , calculate  $d$  to be the sum  $a[c, 0] + a[c, 1] + \dots + a[c, s_{max}]$  and, if  $d$  is not zero, divide every element of the column by  $d$ .

The effect of this process is to generate a table  $a$ , where  $a[s, f]$  indicates the probability with which page  $f$  has been measured to follow page  $s$ . This will be 0 if  $f$  was never found to follow  $s$  and 1.0 if  $f$  was always found to follow  $s$ . Probability theory dictates that, given a sufficiently large set of page trace tables, the probabilities in  $a$  will be very close approximations of the actual probabilities.

The process of building a new set of request replies for an application is called building an application stream set. This process takes place on a computer that may be different than the client or the server and takes place at least once before the application is executed using the invention. An application stream set contains:

- a unique name of the application for reference purposes,
- an index table used to quickly determine which reply to return for a given request,
- the set of all possible request replies, each one being a catenation of the actual page requested followed by zero or more additional pages that are deemed by the application stream set building algorithm to be highly likely to be referenced immediately following the first reference, the collection of which is then compressed using a suitable compression algorithm.

The application stream set is built in the following manner:

- instantiate a virtual hard disk drive large enough to contain all of the application's executable and non-executable data and all of the indices (often known as *directories* and *files*) needed by the operating system to properly identify and reference the data,
- install the application on the virtual hard disk using any one of the traditional application delivery models,
- initialize the application stream set to be empty,
- add the unique name of the application to the stream set,
- add an index table to the application stream set containing an entry for each sector in the virtual hard disk drive,
- for each page,  $s$ , in the virtual hard disk drive:
  - initialize a buffer to be empty,
  - place the page data of  $s$  in the buffer,

- if aggregated page trace data,  $a$ , is not available, skip the following step and go to the compression step,
- perform the following sub-steps:
  - initialize set  $m$  to contain the pair  $\{s, 1.0\}$ ,
  - for some pair  $\{s_0, p_0\}$  in  $m$ , if  $p_0 \times a[s_0, s_1]$  is greater or equal to threshold  $t$ , and  $s_1$  is not already in  $m$ , add  $\{s_1, p_0 \times a[s_0, s_1]\}$  to  $m$ ,
  - add a fixed-sized marker indicating the number of  $s_1$  to the buffer,
  - add the page data of  $s_1$  to the buffer,
  - repeat the previous three sub-steps until no more items can be added to  $m$ ,
  - compress the data in the buffer and add it to the application stream set and
  - update the index table entry corresponding to the page to reference the starting location of the just-added compressed data buffer.

The process of building an application stream set must be started without any aggregated trace data since the trace data cannot be collected until there is an application stream set with which to execute the application. The process that is followed is to build an application stream set using the process given without aggregated trace data. This will result in an application stream set that contains only one page per page reply. This application stream set is then used in a controlled commercial subnet environment so that the application will execute with reasonable performance. This environment is used to execute the application under normal conditions for several hours. This will yield enough trace tables to produce the first cut of aggregated trace data that will yield an application stream set that allows the application to execute across a less controlled network environment. This new application stream set can then be used for enough time to collect a much greater set of trace tables which in turn will allow an even better application stream set to be built. This process can be iterated several times.

The most appropriate value of threshold  $t$  varies for each different application. Too high a threshold value (near 1.0) will result in responses that contain few pages in each response message and will not improve the performance of the invention over a simple service method. Too low a threshold value (near 0.0) will result in replies that contain too many pages and will require too long to be sent. Such replies will cause the paging response performance of the application to be erratic and noticeable to the client's user. The ideal reply size for the network connection under consideration can be determined via analysis or experimentation. Then the application stream set builder can automatically determine the most appropriate threshold value  $t$  using a simple binary search technique. The builder starts with a threshold of 0.5 and builds an application stream set. If the average number of sectors in each reply is greater than that desired, then it subtracts 0.25 from the threshold value and iterates through the build process. If the average number of sectors in each reply is lower than desired, then it adds 0.25 to the threshold and iterates through the build process. The iterative process continues with the amount added or subtracted reduced in half on each iteration. The process ends when either the desired reply size is reached or when a large number, say 100, build iterations have transpired.

## Benefits of the Invention

The first benefit of the invention is a dramatic reduction in the perceived paging delay when operating across a network. By choosing appropriately sized request replies that have a high probability of proximate reference, each response returns several useful pages for the latency of one. Compressing the replies to reduce their average length in approximately half effectively doubles the bandwidth of the network. Together, these strategies yield a substantial reduction in the perceived latency. Thus, an unacceptable delay of (say) 60 seconds becomes an acceptable delay of (say) 12 seconds. Additionally, by automatically caching returned data, the invention nearly eliminates the need for network requests on all but the first execution of the application. After an initial, slightly slower than average execution, the application will generally execute with the same paging behavior as if it were traditionally delivered on the client.

Performance measurements collected using an implementation of the invention strongly demonstrate its value. The wall-clock time required to execute the Microsoft Office Word application (bring it up and shut it down) across a 1 Mbps link with the naïve network-unaware approach of no prefetching and no compression, and with no client cache is 47.6 seconds. The wall-clock time required to execute Word across a 1 Mbps link with prefetching based on profile data collected from a previous run enabled, compression enabled, and a completely empty client cache is 19.4 seconds. This greater than 50% reduction in execution time illustrates the gain due to fetching accurately predicted pages in advance along with compression of the set of pages together. And finally, the wall-clock time required to execute Word across a 1 Mbps link with prefetching based on profile data collected from a previous run enabled, compression enabled, and a cache warmed by a previous run is 4.0 seconds. This additional improvement shows that persistent caching of application file pages brings performance very close to native on subsequent runs, with minimal network load. [The latter two runs include a compression strategy reducing the bits transferred by about 40%.]

Through the use of security certificates and randomly generated keys, the invention provides a high level of security and confidence across public networks. The randomly generated key also reduces the amount of computation required to encrypt and decrypt application data while maintaining sufficient security to operate across an open network. To provide additional security to the application provider, the application stream set can be built with randomly positioned *land-mine sectors* that are associated with the application but would never be referenced during normal execution. If a *cracker* were to wrest control of the virtual device from the execution controller on a client and attempt to make a copy of the installed application, the client would request a land-mine sector which would alert the server that an act of software piracy was being attempted. The server then may choose to deny all requests from the client until the matter is properly investigated.

By providing instant execution of applications across a public network, the invention engenders new revenue models for software developers and new usage models for software consumers. Software developers can allow customers to demo or *test drive* their application in hopes of enticing more customers to buy the application. Software developers can charge per use of an application, based on either the number of times the

application is executed or by the amount of time actually spent executing the application. Software consumers also benefit because they can use their applications from any suitable computer system attached to the network. Traditional software delivery models make this very inconvenient because the consumer must carry with them the physical media containing the application and must often go through the process of un-installing the application to abide by the application's *software license agreement*.

## **Prior Art**

**US Patent 5,790,753:** System for downloading computer software programs

**US Patent 5,781,226:** Network virtual memory for a cable television settop terminal

## **Exhibit C10**

# eStream AppInstallBlock Low Level Design

*Sanjay Pujare and David Lin*

*Version 0.2*

## Functionality

The AppInstallBlock is a block of code and data associated with a particular application. This AppInstallBlock contains the information needed to by the eStream client to 'initialize' the client machine before the eStream application is used for the first time. It also contains optional profiling data for increasing the runtime performance of that eStream application.

The AppInstallBlock is created offline by the eStream Builder program. First of all, the Builder monitors the installation process of a local version of the application installation program and records changes to the system. This includes any environment variables added or removed from the system, and any files added or modified in the system directories. Files added to the application specific directory is not recorded in the AppInstallBlock to reduce the amount of time needed to send the AppInstallBlock to the eStream client. Secondly, the Builder profiles the application to obtain the list of critical pages needed to run the application initially and an initial page reference sequence of the pages accessed during a sample run of the application. The AppInstallBlock contains an optional application-specific initialization code. This code is needed when the default initialization procedure is insufficient to setup the local machine environment for that particular application.

The AppInstallBlock and the runtime data are packaged into the eStream Set by the Builder and then uploaded to the application server. After the eStream client subscribed to an application and before the application is run for the first time, the AppInstallBlock is send by the server to the client. The eStream client invokes the default initialization procedure and the optional application-specific initialization code. Together, the default and the application-specific initialization procedure process the data in the AppInstallBlock to make the machine ready for eStreaming that particular application.

## Data type definitions

The AppInstallBlock is divided into the following sections: header section, variable section, file section, profile section, prefetch section, comment section, and code section. The header section contains general information about the AppInstallBlock. The information includes the total byte size and an index table containing size and offset into other sections. In Windows version, the variable section consists of two registry tree structures to specify the registry entries added or removed from the OS environment. The file section is a tree structure consisting of the files copied to C drive during the application installation. The profile section contains the initial set of block reference sequences during

Builder profiling of the application. The prefetch section consists of a subset of profiled blocks used by the Builder as a hint to the eStream client to prefetch initially. The comment section is used to inform the eStream client user of any relevant information about the application installation. Finally, the code section contains an optional program tailored for any application-specific installation not covered by the default eStream application installation procedure. In Windows version, the code section contains a Windows DLL.

Here is a detailed description of each fields of the AppInstallBlock.

Note: Little endian format is used for all the fields spanning more than 1 byte. Also, BlockNumber specifies blocks of 4K byte size.

## 1. Header Section:

The header section contains the basic information about that AppInstallBlock. This includes the versioning information, application identification,

### Core Header Structure:

- **AibVersion [4 bytes]:** Magic number or appInstallBlock version number (which identifies the version of the appInstallBlock structure rather than the contents).
- **AppId [16 bytes]:** this is an application identifier unique for each application. On Windows, this identifier is the GUID generated from the 'guidgen' program. AppId for Word on Win98 will be different from Word on WinNT if it turns out that Word binaries are different between NT and 98.
- **VersionNo [4 bytes]:** Version number. This allows us to inform the client that the appInstallBlock has changed for a particular appId. This is useful for changes to the AppInstallBlock due to minor patch upgrades in the application.
- **ClientOSBitMap [4 bytes]:** Client OS supported bitmap or ID: for Win2K, Win98, WinNT and other future OSs we might support (it should be possible to say that this appInstallBlock is for more than one OS).
- **ClientOSServicePack [4 bytes]:** We might want to store the service pack level of the OS for which this appInstallBlock has been created. Note that when this field is set we cannot use multiple OS bits in the above field ClientOSBitMap.
- **Flags [4 bytes]:** Flags pertaining to AppInstallBlock
  - **Bit 0: Reboot** – If set, the eStream client needs to reboot the machine after installing the AppInstallBlock on the client machine.
  - **Bit 1: Unicode** – If set, the string characters are 2 bytes wide instead of 1 byte.
- **HeaderSize [2 bytes]:** Total size in bytes of the header section.
- **Reserved [32 bytes]:** Reserved spaces for future.



- **NumberOfSections [1 byte]:** Number of sections in the index table. This determines the number of entries in the index table structure described below:

**Index Table Structure: (variable number of entries)**

- **SectionType [1 bytes]:** The type of data describe in section. 0=file section, 1=variable section, 2=prefetch section, 3=profile section, 4=comment section, 5=code section.
- **SectionOffset [4 bytes]:** The offset from the beginning of the file indicates the beginning of section.
- **SectionSize [4 bytes]:** The size in bytes of section.

**Variable Structure:**

- **ApplicationNameLength [4 bytes]:** Byte size of the application name
- **ApplicationName [X bytes]:** Non-null terminating name of the application

## 2. File Section:

The file section contains a subset of the list of files needed by the application to run properly. This section does not enumerate files located in the standard application program directory. It consists of information about files copied into 'unusual' directory during the installation of an application. If the file content is small, the file is copied to the client machine. Otherwise, the file is relocated to the standard program directory suitable for streaming. The file section data is list of trees stored in a contiguous sequence of address space according to the pre-order traversal of the trees. A node in the tree can correspond to one or more levels of directory. A parent-child node pair is combined into a single node if the parent node has only a single child. Parsing the tree from the root of the tree to a leaf node results in a fully legal Windows pathname including the drive letter. Each entry of the node in the tree consists of the following structure:

**Directory Structure: (variable number of entries)**

- **Flags [4 byte]:** Bit 0 is set if this entry is a directory
- **NumberOfChildren [2 bytes]:** Number of nodes in this directory
- **DirectoryNameLength [4 bytes]:** Length of the directory name
- **DirectoryName [X bytes]:** Non-null terminating directory name

**Leaf Structure: (variable number of entries)**

- **Flags [4 byte]:** Bit 1 is set to 1 if this entry is a spoof or copied file name
- **FileVersion [4? bytes]:** Version of the file GetFileVersionInfo() if the file is win32 file image. Need variable file version size returned by GetFileVersionInfoSize(). Otherwise use GetFileTime() to retrieve the file creation time.
- **FileNameLength [4 bytes]:** Byte size of the file name

- **DataLength [4 bytes]:** Byte size of the data. If spoof file, then data is the string of the spoof directory. If copied file, then data is the content of the file
- **FileName [X bytes]:** Non-null terminating file name
- **Data [X bytes]:** Either the spoof file name or the content of the copied file

### 3. Add Variable and Remove Variable Sections:

The add and remove variable sections contain the system variable changes needed to run the application. In Windows system, each section consists of several number of registry subtrees. Each tree is stored in a contiguous sequence of address space according to the pre-order traversal of the tree. A node in the tree can correspond to one or more levels of directory in the registry. A parent-child node pair is combined into a single node if the parent node has only a single child. Parsing the tree from the root of the tree to a leaf node results in a fully legal key name. The order of the trees is shown here.

#### a. Registry Subsection:

1. "KHCR": HKEY\_CLASSES\_ROOT
2. "HKCU": HKEY\_CURRENT\_USER
3. "HKLM": HKEY\_LOCAL\_MACHINE
4. "HKU": HKEY\_USERS
5. "HKCC": HKEY\_CURRENT\_CONFIG

#### Tree Structure: (5 entries)

- **ExistFlag [1 byte]:** Set to 1 if this tree exist, 0 otherwise.
- **Key or Value Structure entries [X bytes]:** Serialization of the tree into variable number key or value structures described below.

#### Key Structure: (variable number of entries)

- **KeyFlag [1 byte]:** Set to 1 if this entry is a key or 0 if it's a value structure
- **NumberOfSubchild [4 bytes]:** Number of subkeys and values in this key directory
- **KeyNameLength [4 bytes]:** Byte size of the key name
- **KeyName [X bytes]:** Non-null terminating key name

#### Value Structure: (variable number of entries)

- **KeyFlag [1 byte]:** Set to 1 if this entry is a key or 0 if it's a value structure
- **ValueType [4 byte]:** Type of values from the Win32 API function RegQueryValueEx(): REG\_SZ, REG\_BINARY, REG\_DWORD, REG\_LINK, REG\_NONE, etc...
- **ValueNameLength [4 bytes]:** Byte size of the value name
- **ValueDataLength [4 bytes]:** Byte size of the value data

- **ValueName [X bytes]:** Non-null terminating value name
- **ValueData [X bytes]:** Value of the Data

In addition to registry changes, an installation in Windows system may involve changes to the ini files. The following structure is used to communicate the ini file changes needed to be done on the eStream client machine. The ini entries are appended to the end of the variable section after the 5 registry trees are enumerated.

**b. INI Subsection:**

- **NumFiles [4 bytes]:** Number of INI files modified.

**File Structure: (variable number of entries)**

- **FileNameLength [4 bytes]:** Byte length of the file name
- **FileName [X bytes]:** Name of the INI file
- **NumSection [4 bytes]:** Number of sections with the changes

**Section Structure: (variable number of entries)**

- **SectionNameLength [4 bytes]:** Byte length of the section name
- **SectionName [X bytes]:** Section name of an INI file
- **NumValues [4 bytes]:** Number of values in this section

**Value Structure: (variable number of entries)**

- **ValueLength [4 bytes]:** Byte length of the value data
- **ValueData [X bytes]:** Content of the value data

**4. Prefetch Section:**

The prefetch section contains a list of file blocks. The Builder profiler determines the set of file blocks critical for the initial run of the application. This data includes the code to start and terminate the application. It includes the file blocks containing for frequently used commands. For example, opening and saving of documents are frequently used commands and should be prefetched if possible. Another type of blocks to include in the prefetch section is the blocks associated with frequently accessed directories and file metadata in this directory. The format of the data is described below:

- **FileNumber [4 bytes]:** File Number of the file containing the block to prefetch
- **BlockNumber [4 bytes]:** Block Number of the file block to prefetch

## 5. Profile Section: (not used in eStream 1.0)

The profile section consists of a reference sequence of file blocks accessed by the application at runtime. Conceptually, the profile data is a two dimensional matrix. Each entry  $[row, column]$  of the matrix is the frequency a block *row* is followed by a block *column*. In any realistic applications of fair size, this matrix is very large and sparse. Proper data structure must be selected to store this sparse matrix efficiently in required storage space and minimize the overhead in accessing this data structure access.

The section is constructed from two basic structures: row and column structures. Each row structure is followed by N column structures specified in the NumberColumns field. Note that this is an optional section. But with appropriate profile data, the eStream client prefetcher performance can be increased.

### Row Structure: (variable number of entries)

- **FileNumber [4 bytes]**: File Number of the row block
- **BlockNumber [4 bytes]**: Block Number of the row block
- **NumberColumns [4 bytes]**: number of blocks that follows this block. This field determines the number of column structures following this field.

### Column Structure: (variable number of entries)

- **FileNumber [4 bytes]**: File Number of the column block
- **BlockNumber [4 bytes]**: Block Number of the column block
- **Frequency [4 bytes]**: frequency the row block is followed by column block

## 6. Comment Section:

The comment section is used by the Builder to describe this AppInstallBlock in more detail.

- **Comment [X bytes]**: Null terminating comment string

## 7. Code Section:

The code section consists of the application-specific initialization code needed to run on the eStream client to setup the client machine for this particular application. This section may be empty if the default initialization procedure in the eStream client is able to setup the client machine without requiring any application-specific instructions. On the Windows system, the code is a DLL file containing two exported function calls: *Install()*, *Uninstall()*. The eStream client loads the DLL and invokes the appropriate function calls.

- **Code [X bytes]:** Binary file containing the application-specific initialization code. On Windows, this is just a DLL file.

## 8. LicenseAgreement Section:

The Builder creates the license agreement section. The eStream client displays the license agreement text to the end-user before the application is started for the first time. The end-user must agree to all licensing agreement set by the software vendor in order to use the application.

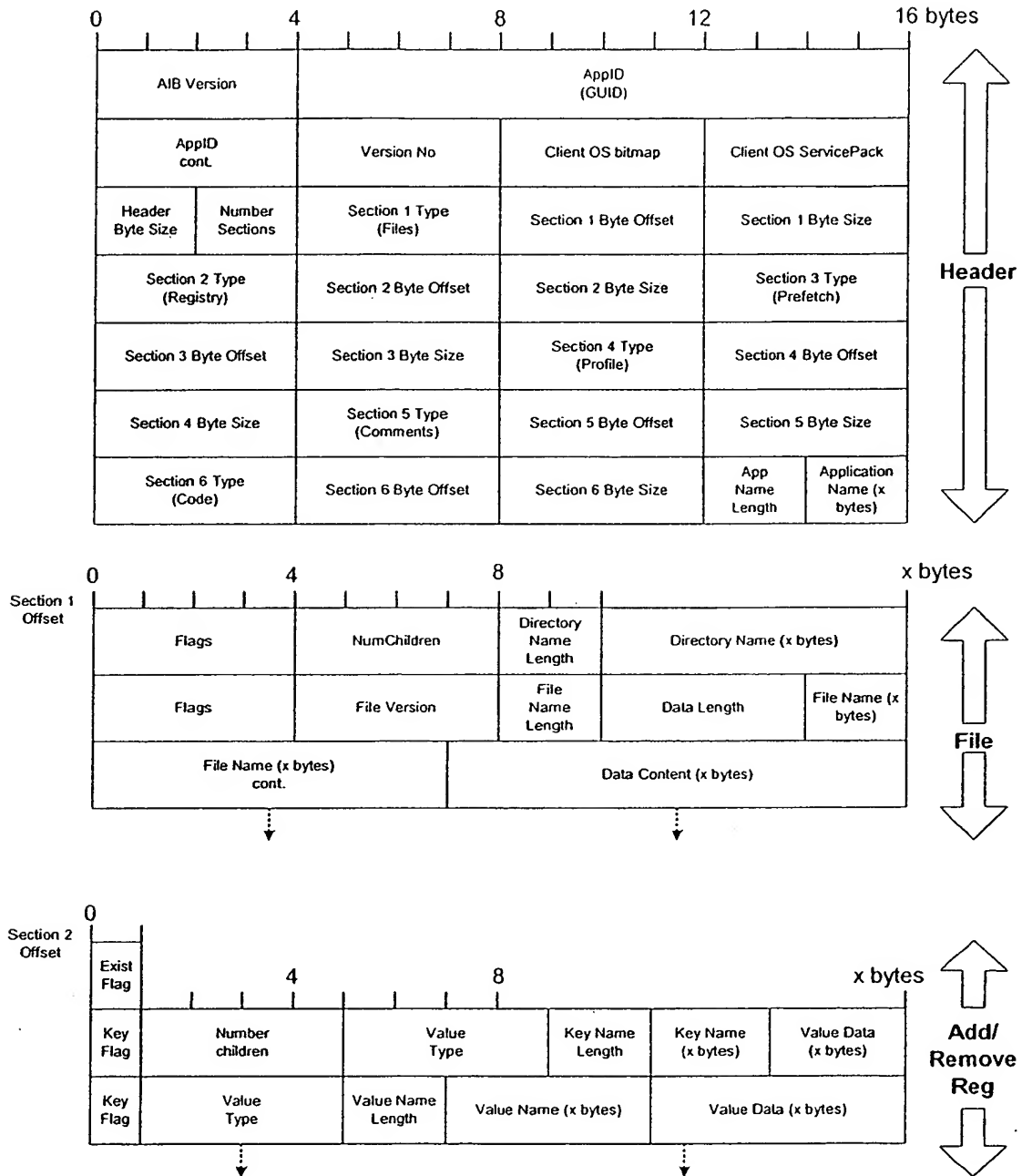
- **LicenseAgreement [X bytes]:** Null terminating license agreement string

## Open Issues

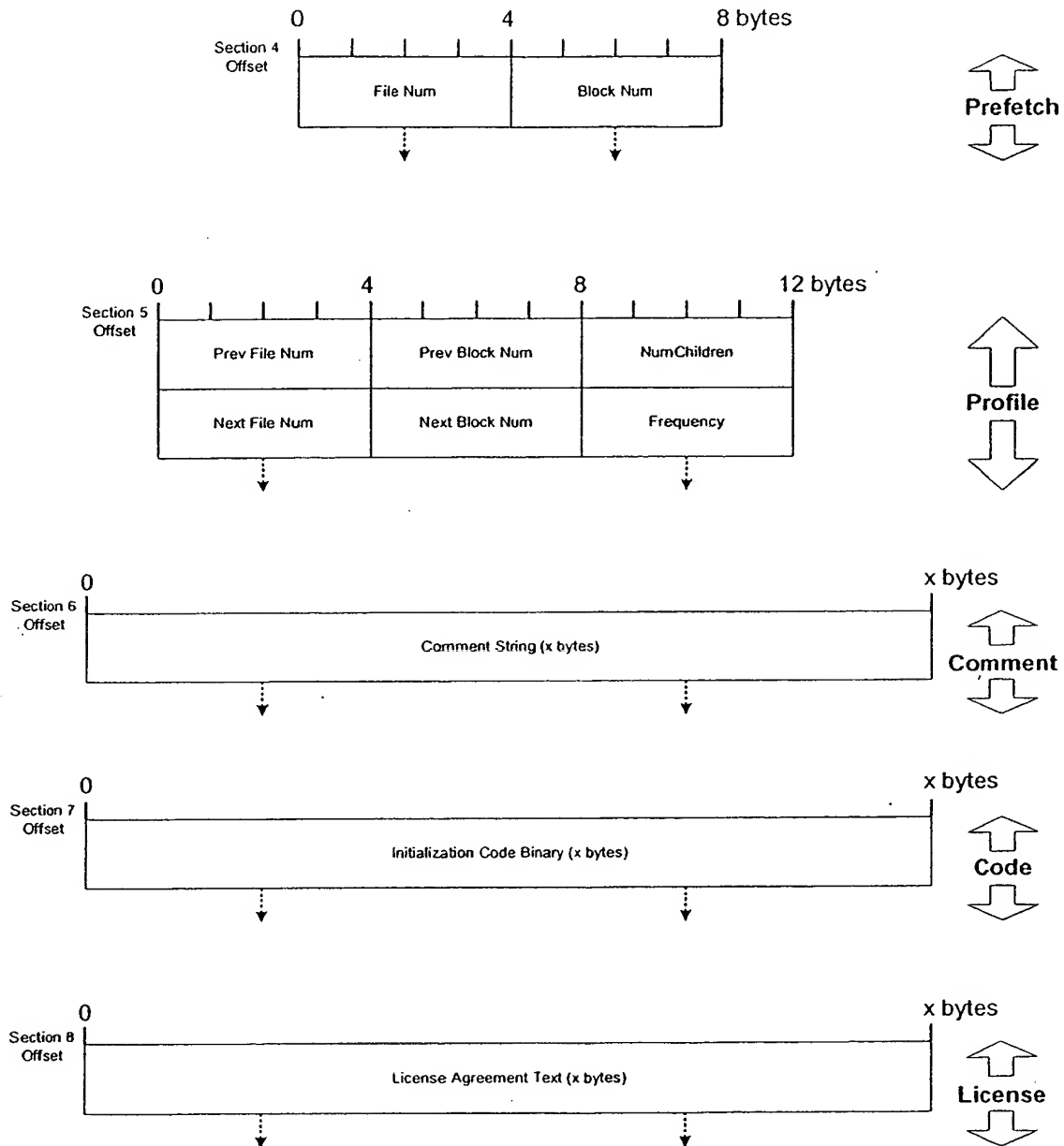
- What is the size of the AppInstallBlock for a typical application like Office?
- How large should the prefetch sections be for optimal run of an application? At minimum, it should contain at least start/termination code.
- How should the AppInstallBlock handle application license agreement text string? Add a new section or use comment section. Does the dialog need to have exactly the same interface as the license agreement dialog on the local installation?
- Currently, file section stores complete pathname including the drive letter. The installation may place files according to some variables like %System-Root% or %UserProfile%. How does the Builder detect this so it can propagate this information to the client?

# eStream AppInstallBlock Low Level Design

## Format of AppInstallBlock (part 1 of 2)



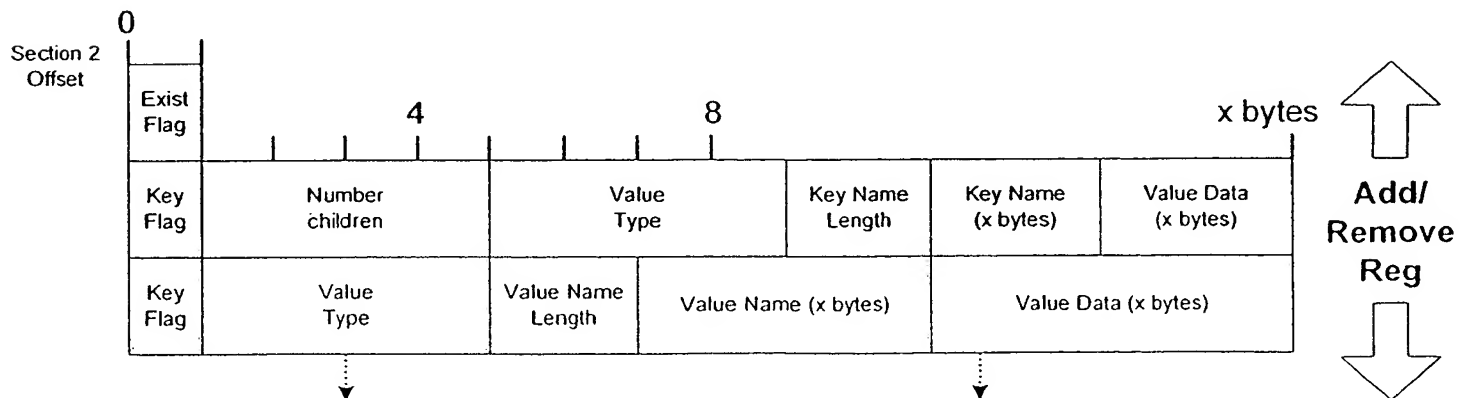
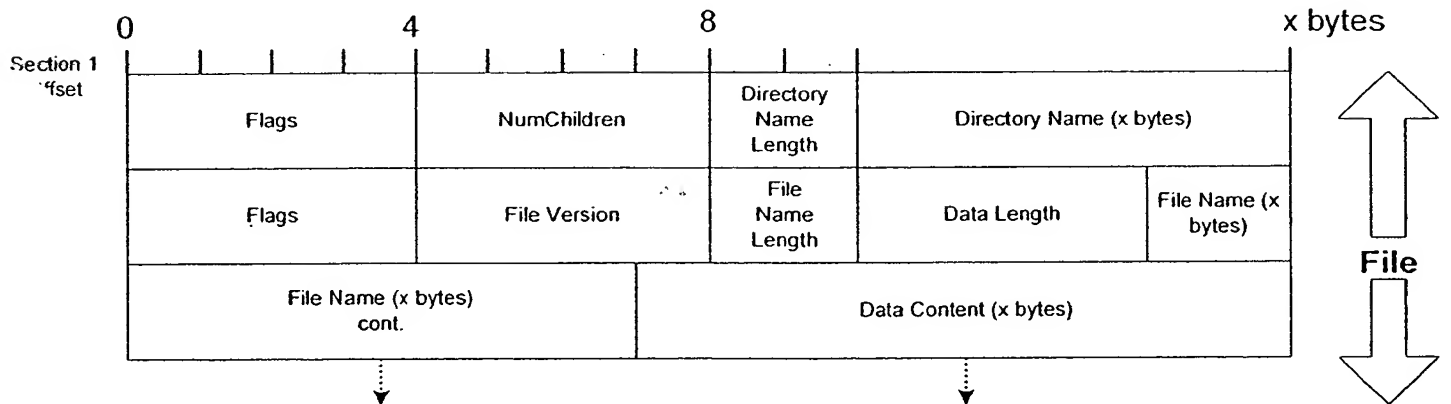
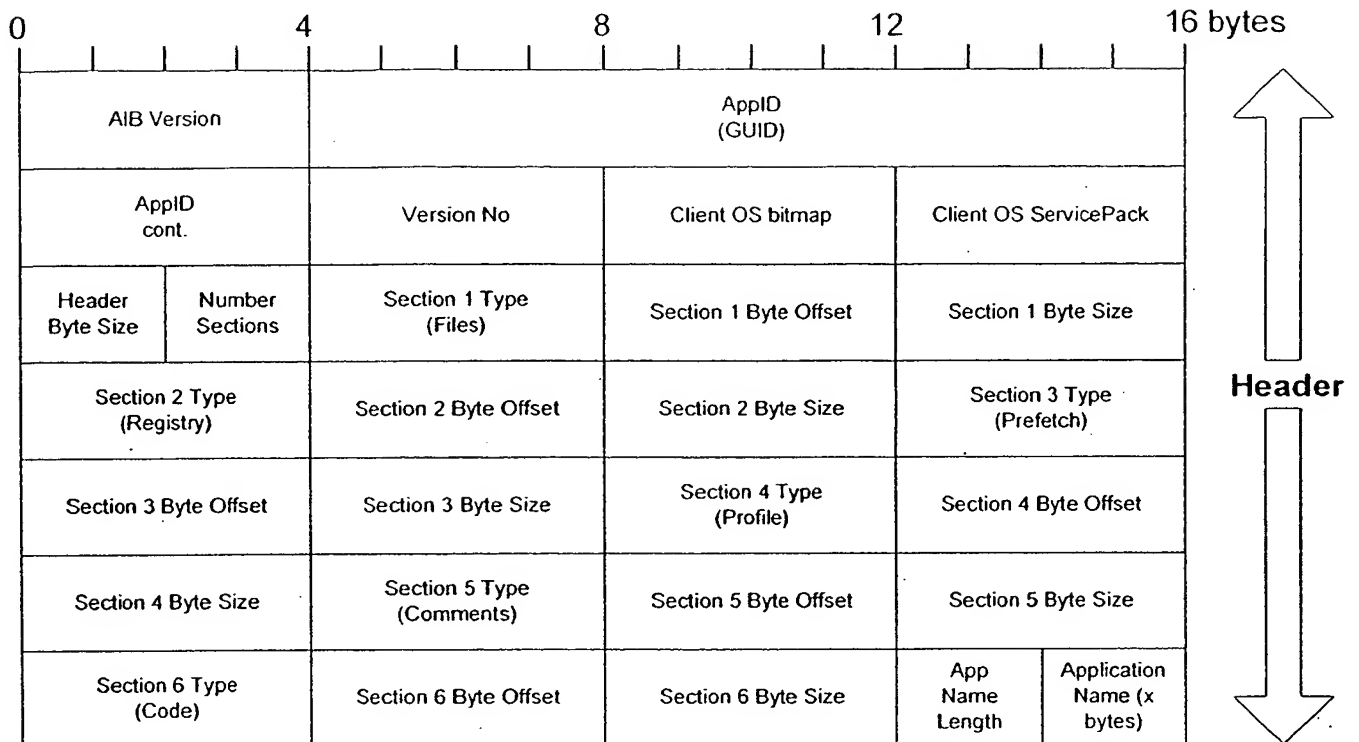
## Format of AppInstallBlock (part 2 of 2)



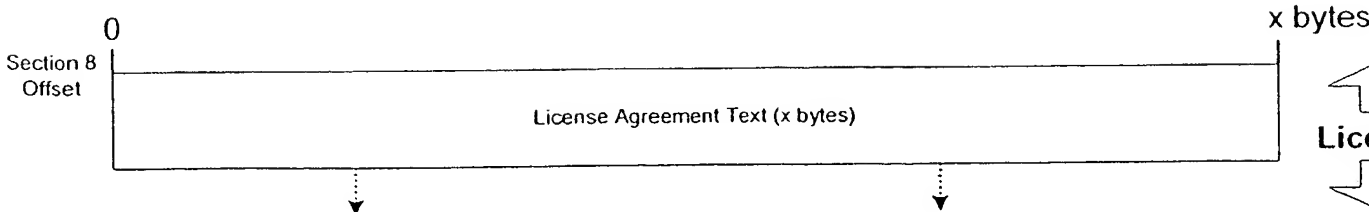
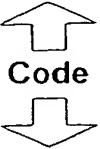
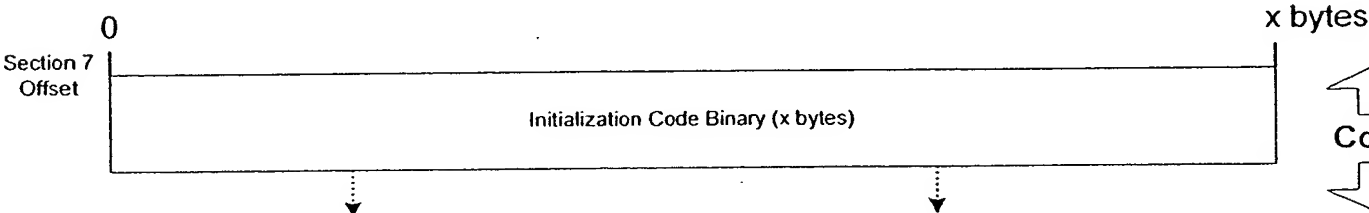
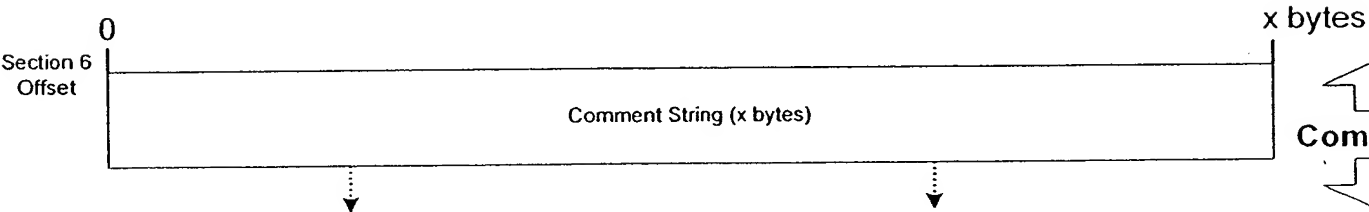
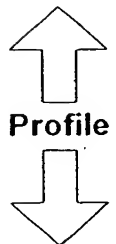
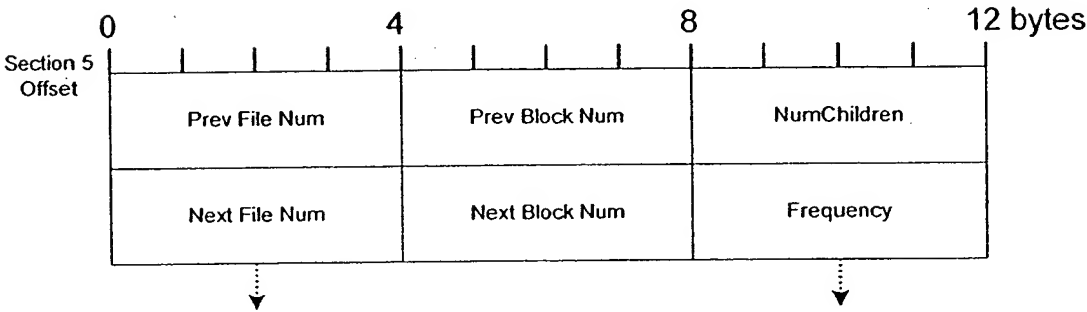
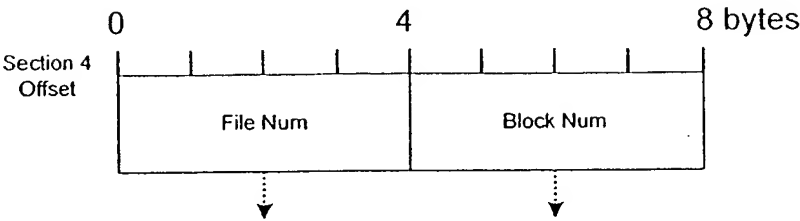
## **Exhibit C11**



## Format of ApplInstallBlock (part 1 of 2)



# Format of ApplInstallBlock (part 2 of 2)



## **Exhibit C12**

## **The eStream Builder**

The eStream Builder is a software program. It is used to convert locally installable applications into a data set suitable for streaming over the network. The streaming-enabled data set is called the eStream Set. This document describes the procedure used to convert locally installable applications into the eStream Set.

The application conversion procedure into the eStream Set consists of the several steps. In the first phase, the Builder program monitors the installation process of a local installation of the desired application for conversion. The Builder monitors any changes to the system and records those changes in an intermediate data structure. After the application is installed locally, the Builder enters the second phase of the conversion. In the second step, the Builder program invokes the installed application executable and obtains sequences of frequently accessed file blocks of this application. Both the Builder program and the eStream client software use the sequence data to optimize the performance of the streaming process. Once the sequencing information is obtained, the Builder enters the final phase of the conversion. In this step, the Builder gathers all data obtained from the first two phase and processes the data into the eStream Set.

In the next sections, detailed descriptions of the three phases of the Builder conversion process are described. The three phases consists of installation monitoring, application profiling, and finally eStream packaging. In most cases, the conversion process is general and applicable to all type of system. In places where the conversion is OS dependent, the discussion is focused on Microsoft Windows environment. Issues on conversion procedure for other OS environment are described in later sections.

### **Installation Monitoring**

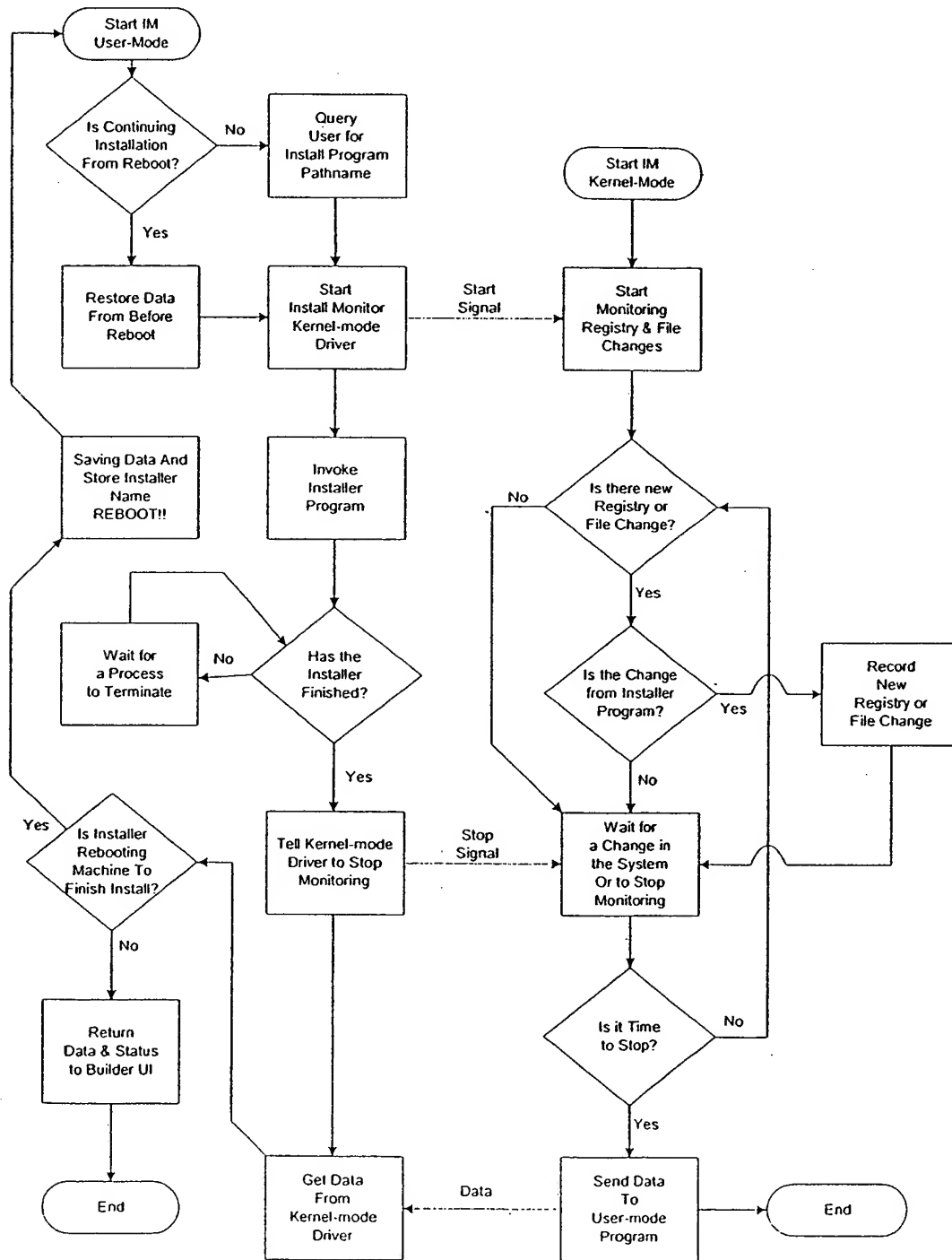
In the first phase of the conversion process, the Builder Installation Monitor (IM) component invokes the application installation program that installs the application locally. The IM observes all changes to the local computer during the installation. The changes may involve one or more of the following: changes to system or environment variables; and modifications, addition, or deletion of one or more files. The IM records all changes to the variables and files in a data structure to be sent to the Builder's eStream Packaging component. In the following paragraphs, detailed description of the Installation Monitor is described for Microsoft Windows environment.

In Microsoft Windows system, the Installation Monitor (IM) component consists of a kernel-mode driver subcomponent and a user-mode subcomponent. The kernel-mode driver is hooked into the Windows registry and file system function interface calls. The hook into the registry function calls allows the IM to monitor system variable changes. The hook into the file system function calls enables the IM to observe file changes.

The IM kernel-mode (IM-KM) driver subcomponent is controlled by the user-mode subcomponent (IM-UM). The IM-UM sends messages to the IM-KM to start and stop the monitoring process via standard I/O control messages called IOCTL. The IM-KM memorizes any addition or deletion of registry variables. It also records changes to

application-specific, shared among a group of applications, or system-wide files. Every files and directories are assigned a unique file number for simplifying identification of a specific file. Once the installation of an application completed, the IM-UM retrieves these changes from the IM-KM and forward the data structure to the eStream Packager.

Builder Install Monitor Control Flow Diagram



### **Application Profiling**

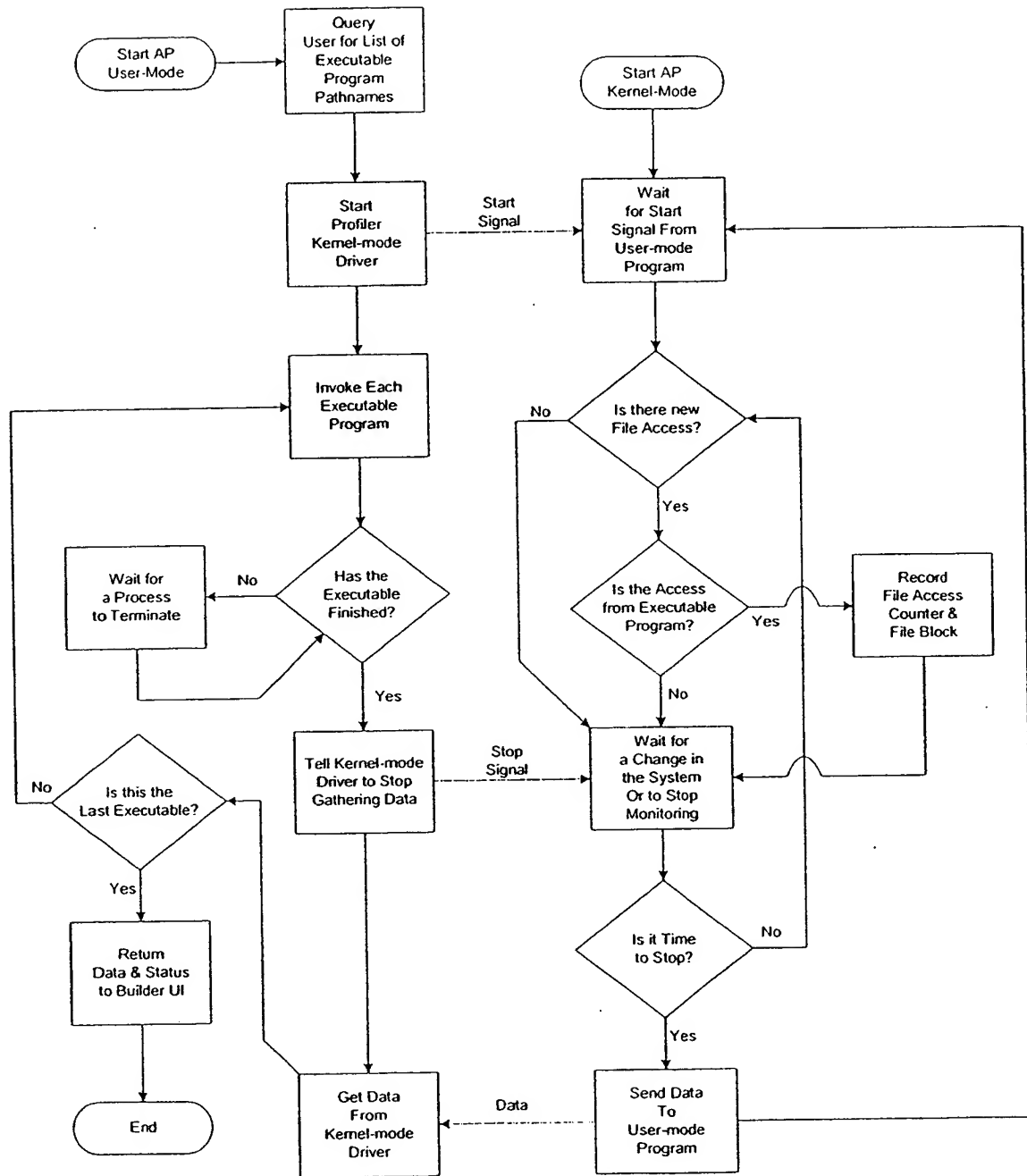
In the second phase of the conversion process, the Builder's Application Profiler (AP) component invokes the application executable program that is installed during the first phase of the conversion process. The executable program files are accessed in a particular sequence. And the purpose of the AP is to capture this sequence data. This data is useful in several ways.

First of all, frequently used file blocks can be streamed to the eStream client before other less used file blocks. A frequently used file blocks is cached locally on the eStream client cache before the user starts using the streamed application for the first time. This has the effect of making the streamed application as responsive to the user as the locally installed application by hiding any long network latency and bandwidth problems.

Secondly, the frequently accessed files can be reordered in the directory to allow faster lookup. This optimization is useful for directories with large number of files. When the eStream client looks up a frequently used file in a directory, it finds this file early in the directory search. In an application run with many directory queries, the potential performance gain is significant.

The Application Profiler (AP) is not as tied to the system as the Installation Monitor (IM) but there is still some OS dependent issue. In the Windows system, the AP still has two subcomponents: kernel-mode (AP-KM) subcomponent and the user-mode (AP-UM) subcomponent. The AP-UM invokes the converting application executable. Then AP-UM starts the AP-KM to track the sequences of file block accesses by the application. Finally when the application exits after the desired amount of sequence data is gathered, the AP-UM retrieves the data from AP-KM and forwards the data to the eStream Packager.

Builder Profiler Control Flow Diagram



### EStream Packaging

In the final phase of the conversion process, the Builder's eStream Packager (EP) component processes the data structure from IM and AP to create a data set suitable for streaming over the network. This converted data set is called the eStream Set and is suitable for uploading to the eStream Servers.

The eStream Set consists of the three sets of data from the eStream Server's perspective. The three types of data are Concatenation Application File (CAF), Size Offset File Table (SOFT), and Root Versioning Table (RVT).

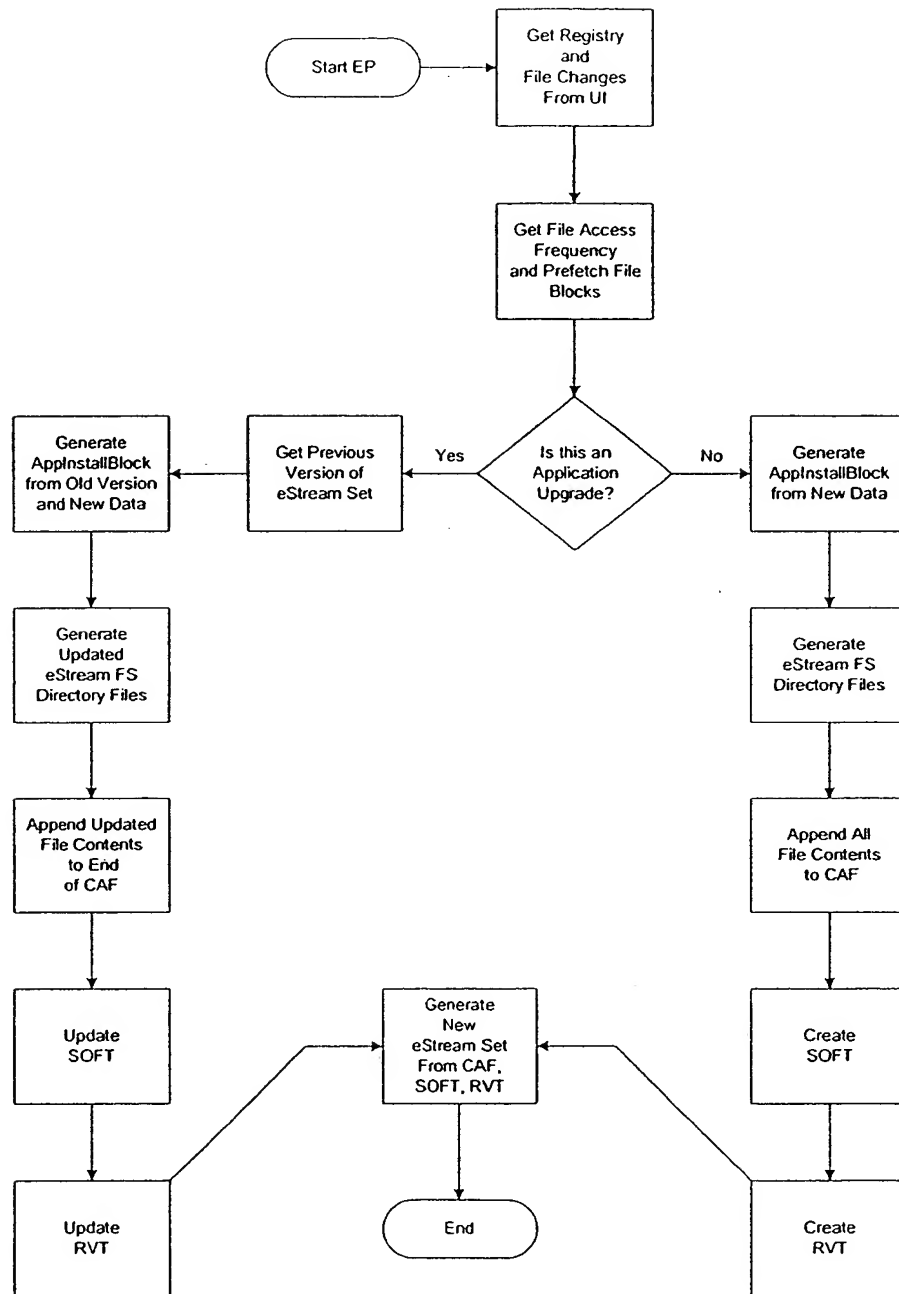
The Concatenation Application File (CAF) consists of all the files and directories needed to stream to the client. The CAF can be further divided into two subsets: initialization data set and the runtime data set. The initialization data set is the first set of data to be streamed from the server to the client. This data set contains the information captured by IM and AP needed by the client to prepare the client machine for eStreaming this particular application. This initialization data set is also called the AppInstallBlock. Detailed format description of the AppInstallBlock is described in another document. The second part of the CAF consists of the runtime data set. This is the rest of the data that is streamed to the client once the client machine is initialized for this particular application. The EP appends every files recorded by IM into the CAF and generates all directories. Each directory contains list of file name, file number, and the metadata associated with the files in that particular directory.

The EP is also responsible for generating the SOFT file. This is a table used to index into the CAF for determining the start and the end of a file. The server uses this information to quickly access the proper file within the directory.

Finally, the EP creates the RVT file. The Root Versioning Table contains a list of root file number and version number. This information is used to track minor application patches and upgrades. The EP generates new directories when any single file is changed from the patch upgrade. The RVT is uploaded to the server and requested by the eStream client at appropriate time for the most updated version of the application by a simple comparison of the client's eStream application root file number with the RVT table located on the server.



## Builder eStream Packager Control Flow Diagram



### Data Flow Description

The following list describes the data that is passed from one component to another. The numbers corresponds to the numbering in the Data Flow diagram.

1. The full pathname of the installer program is query from the user of the Builder program and is sent to the Install Monitor.

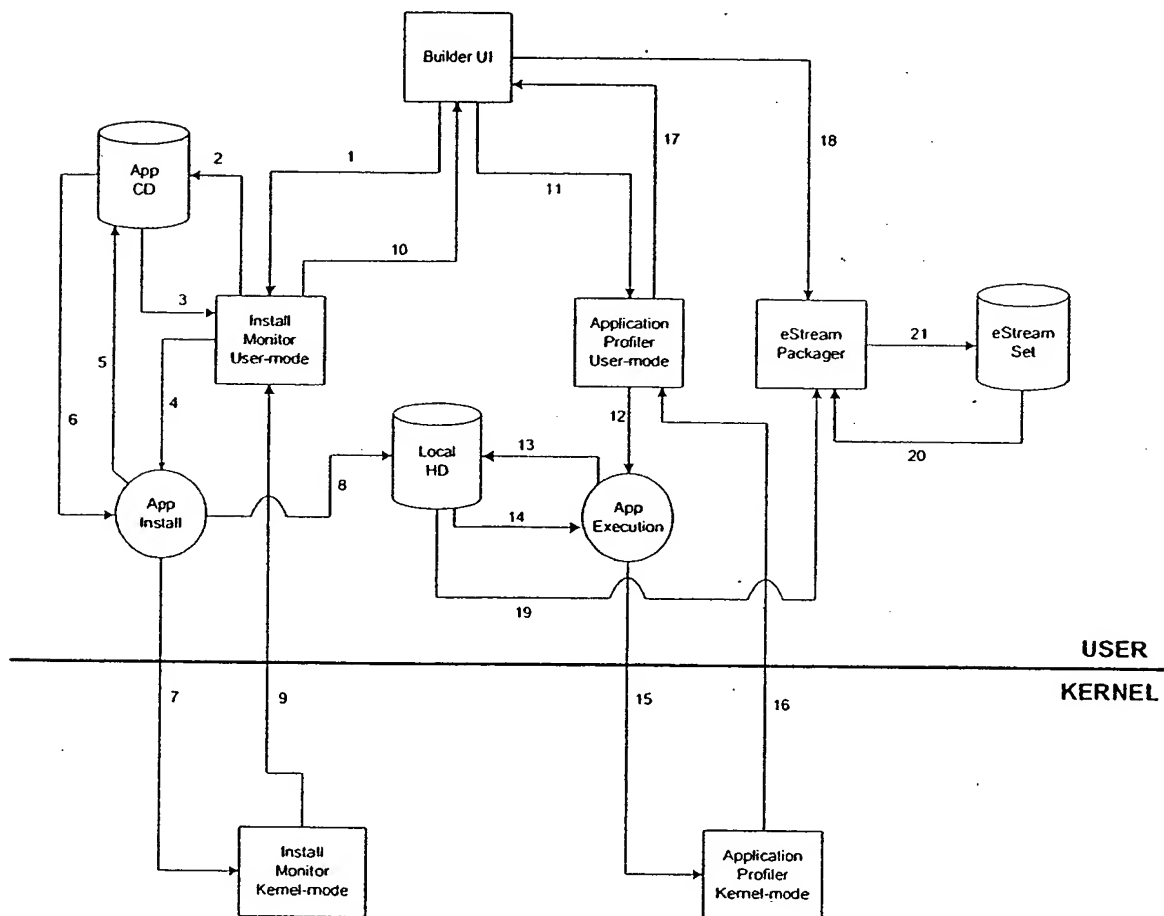
2. The Install Monitor (IM) user-mode sends a read request to the hard-drive controller to spawn a new process for installing the application on the local machine.
3. The OS loads the application installer program into memory and run the installer program.
4. The installer program reads more files from the CD media.
5. The CD media data files are read into memory by the installer program.
6. The application installer program writes the files into proper locations on the local hard-drive.
7. IM kernel-mode captures all file read/write requests and all registry read/write requests by the installer program.
8. IM kernel-mode program sends the list of all file changes and all registry changes to the IM user-mode program.
9. IM user-mode identify special files which needs to be copied or spoofed into eStream client machine before the regular files can be streamed. It also assigns unique file numbers to every file. This data is returned to the Builder UI.
10. Builder UI invokes Application Profiling (AP) user-mode program by querying the user for the list of application executable names to be profiled.
11. Application Profiler user-mode invokes each application executable in succession by spawning each program in a new process.
12. The OS loads the application executable into memory and run the executable.
13. The executable file image is loaded into memory and starts executing. The application files will continuously be loaded into memory as needed.
14. Every file accesses to load the application file blocks into memory is monitored by the Application Profiler (AP) kernel-mode.
15. Application Profiler kernel-mode returns the file access sequence and frequency information to the user-mode program.
16. Application Profiler returns the processed profile information. This has two sections. The first section is used to identify frequency of files accessed. The second section is used to list the file blocks for prefetch to the client.
17. The eStream Packager receives files and registry changes from the Builder UI. It also receives the file access frequency and a list of file blocks from the Profiler.
18. The eStream Packager reads all file data from the hard-drive that are copied there by the application installer.
19. The eStream Packager also reads the previous version of eStream Set for support of minor patch upgrades.
20. Finally, the new eStream Set data is stored back to non-volatile storage.

#### **Mapping of Data Flow to eStream Set**

- Step 7: Data gathered from this step consist of the registry and file changes. This data is mapped to the AppInstallBlock's File Section, Add Registry Section, and Remove Registry Section.
- Step 8 & 19: File data are copied to the local hard-drive then concatenated into part of the CAF contents.
- Step 10: Data returned to the Builder UI contains unique file numbers. This data is mapped to the file numbers used throughout the eStream Set data structure.

- Step 15: Part of the data gathered by the Profiler is used to generate a more efficient eStream FS Directory content. Another part of the data is used in the AppInstallBlock as a prefetch hint to the eStream client.
- Step 20: If the installation program was an upgrade, eStream Packager needs previous version of the eStream Set data. Appropriate data from the previous version is combined with the new data to form the new eStream Set.

eStream Builder Data Flow Diagram



**Format of eStream Set**

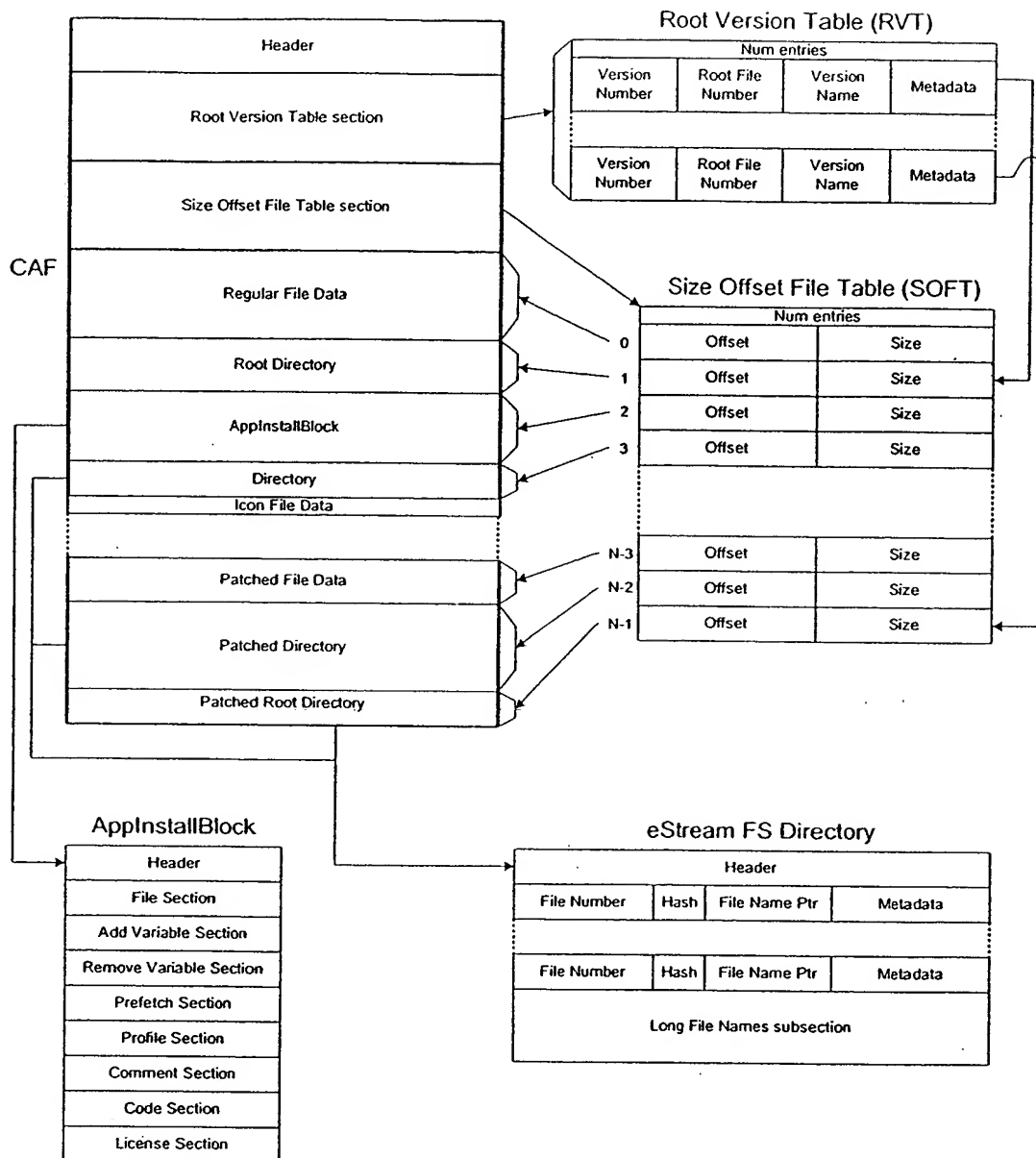
The format of the eStream Set consists of 3 sections: Root Version Table (RVT), Size Offset File Table (SOFT), and Concatenation Application File (CAF). The RVT section lists all versions of the root file numbers available in an eStream Set. The SOFT section consists of the pointers into the CAF section for every file in the CAF. The CAF section contains the concatenation of all the files. The CAF section is made up of regular application files, eStream FS directory files, AppInstallBlock, and icon files. Please see the document on eStream Set Format for detailed format of the eStream Set.

**OS dependent format**

The format of the eStream Set is designed to be as portable as possible across all OS platforms. At the highest level, the format of CAF, SOFT, and RVT that make up the format of eStream Set are completely portable across any OS platforms. The only critical piece of data structure that is OS dependent is located in the initialization data set called AppInstallBlock in the CAF. This data is dependent on the type of OS due to the differences in low-level system differences among different OS. For example, the Microsoft Windows contain system environment variables called the Registry. The Registry has a particular tree format not found in other operating systems like UNIX or MacOS.

Another OS dependent format is the format of the file names. Applications running on the Windows environment inherit the old MSDOS 8.3 file name format. To support this properly, the format of the Directory file in CAF requires an additional 8.3 field. This field is not needed in other operating systems like UNIX or MacOS.

## Format of the eStream Set



v0.1

## Device driver versus file system paradigm

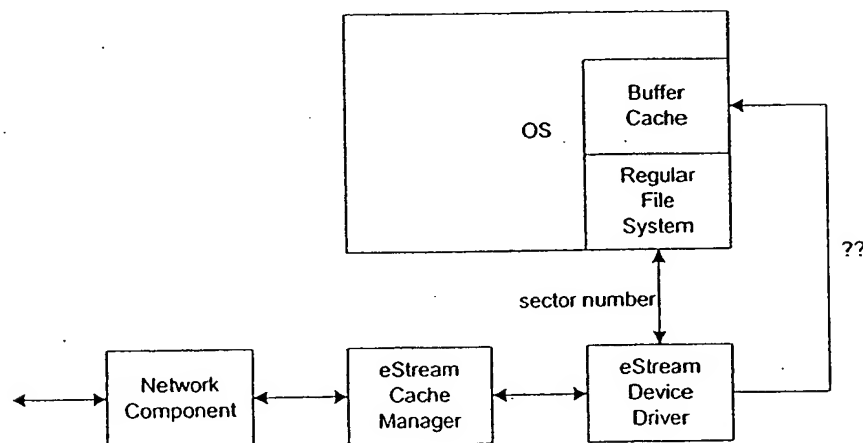
The eStream Prototype is implemented using the 'device driver' paradigm. One of the advantages of the device driver approach is that the caching of the sector blocks is

simpler. The client cache manager only needs to track sector number in its cache. In comparison with the 'file system' paradigm, more complex data structure is required to track a subset of a file that is cached on a client machine. This makes 'device driver' paradigm easier to implement.

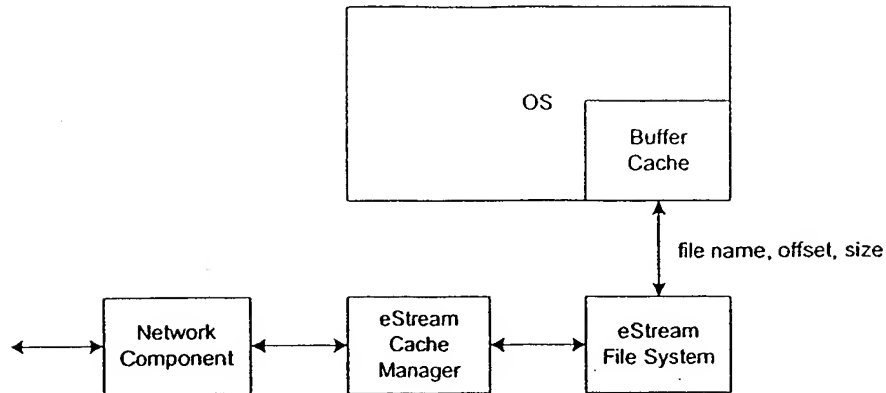
On the other hand, there are many drawbacks to the 'device driver' paradigm. On the Windows system, the device driver approach has problem supporting large number of applications. This is due to the limitation on the number of assignable drive letters available in a Windows system (26 letters); and the fact that each application needs to be located in its own device. Note that having multiple applications in a device is possible, but then the server needs to maintain exponential number of devices that support all possible combinations of applications. This is too costly to maintain on the server.

Another problem with the device driver approach is that the device driver operates at the disk sector level. This is a much lower level than operating at the file level in the file system approach. The device driver does not know anything about files. Thus, the device driver cannot easily interact with the file level issues. For example, spoofing files and interacting with OS buffer cache is nearly impossible with device driver approach. But both spoofing files and interacting with OS buffer cache is need to get higher performance.

### Device Driver Paradigm



## File System Paradigm



### Implementation in the Prototype

The prototype has been implemented and tested successfully on the Windows and Linux distributed system. The prototype is implemented using the 'device driver' paradigm as described above. The exact procedure for streaming application data is described next.

First of all, the prototype server is started on either the Windows or Linux system. The server creates a large local file mimicking large local disk images. Once the disk images are prepared, it listens to TCP/IP ports for any disk sector read or write requests.

Secondly, the conversion process is done on a Windows system via semi-manual procedure. The server disk image is 'mounted' on the local Z drive by making the proper TCP/IP connection to the server. Then the application installation program is invoked and the application is installed into the Z drive. This writes the application files into the Z drive device driver, through the TCP/IP connection, and finally on to the server disk image. At the same time, a file and registry monitoring program records all registry and file changes. This data is stored as an initialization file to be invoked on the client to prepare the client machine for streaming.

Finally, after the application files is stored on the server disk image, the client prototype is started. The client connects to the server and 'mount' the server disk image as a local Z drive. Then the initialization file is invoked which setup the local registry variables and copy system files into proper directories. Once the local machine is prepared for streaming that particular application, the user can start using the application. When the application is first started, the pages are not located in the local buffer cache. The OS makes sector request to the eStream device driver that forwards the sector request to the eStream Cache Manager. If the sector is located in the eStream cache, then the data is returned immediately. If the data is not located in the eStream cache, then the request forwarded to the network component that sends the message to the server. The server finds the proper sector data and returns the data to the client. The client eStream Cache Manager caches the new sector data and forwards the sector data to the eStream device driver. The device driver returns the sector data to the OS.

**Exhibit C13**



# eStream Builder Data Flow Diagram

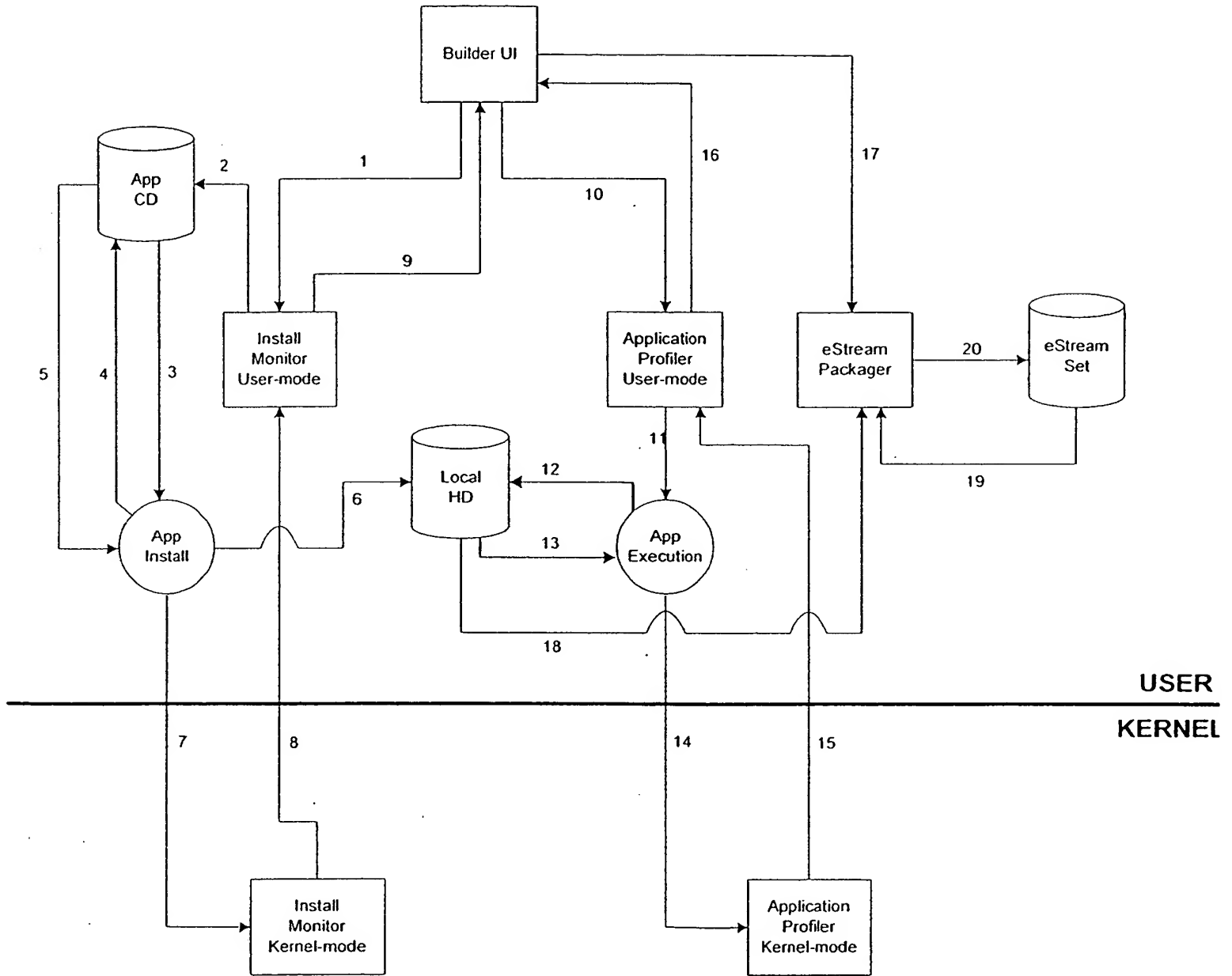


Fig 1

## Builder eStream Packager Control Flow Diagram

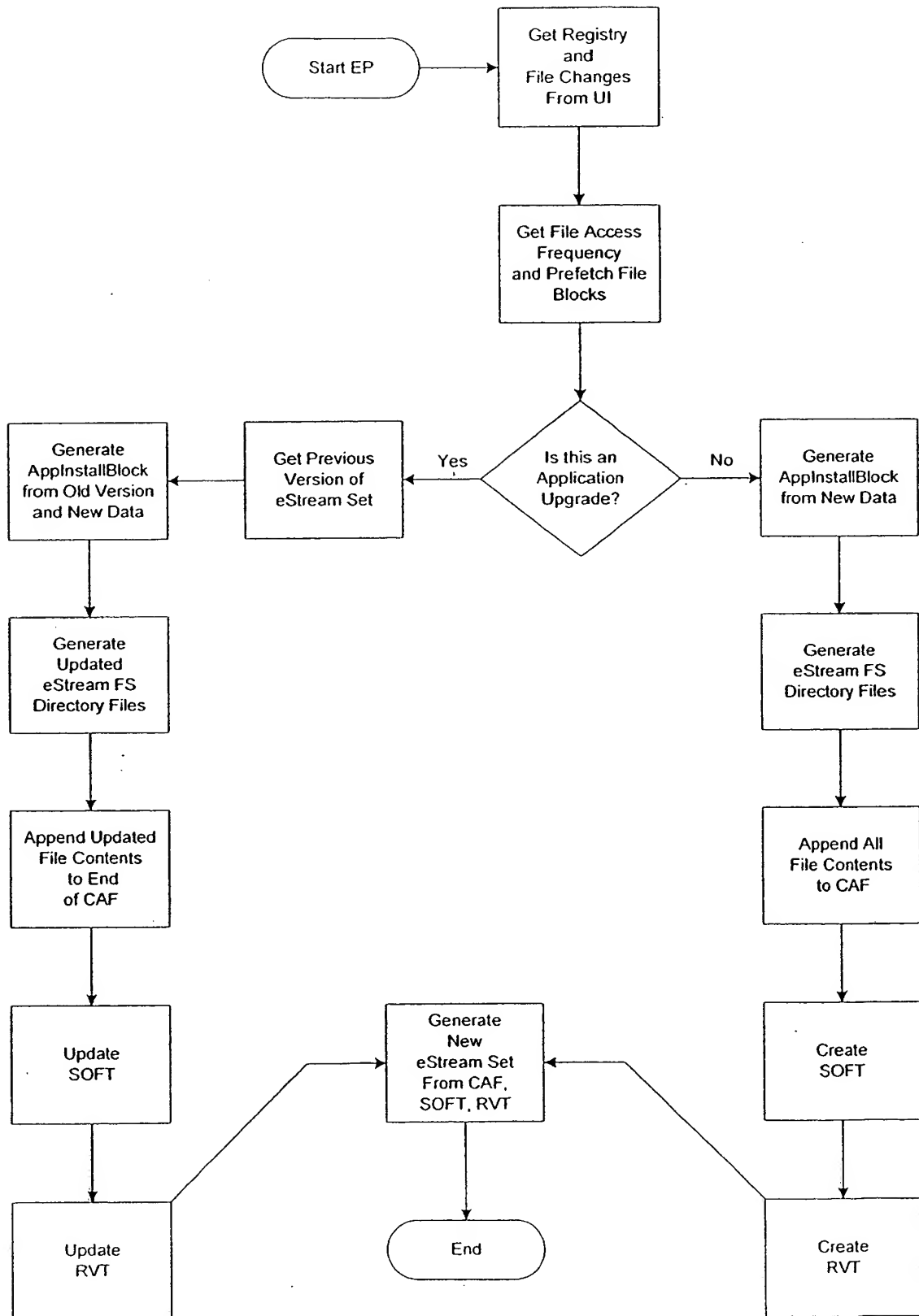


Fig 2

## **Exhibit C14**

# eStream Builder Package Manager Low Level Design

*Sanjay Pujare and David Lin*

*Version 0.1*

## Functionality

The eStream Application Builder Package Manager is responsible for packaging data gathered from the Installation Monitor, the Profile Manager, and the Upgrade Monitor into a set of data called the eStream Set. For the detail format of the eStream Set, see the separate document on eStream Set.

The Package Manager must perform the following task:

- ❑ Create the appInstallBlock containing C-File and Registry data from the Install Monitor; Prefetch data from the Profile Manager; and Updated C-File and Updated Registry data from the Upgrade Monitor
- ❑ Create a custom installation DLL needed by a specific applications and add to the appInstallBlock
- ❑ Create directory files associated with each directory of the application director and add metadata to the directory
- ❑ Create directory files associated with each Windows directory containing both the Spoofed files and Z-files
- ❑ Create Concatenated Application File (CAF) which is just a juxtaposition of the application files, eStream directory files, and AppInstallBlock
- ❑ Create Size Offset File Table (SOFT) which is a mapping of fileNumber to offset of the start of the CAF file
- ❑ Create Root Version Table (RVT) which is a mapping from the version of root to the file number of the root directory file
- ❑ Archive the CAF, SOFT, and RVT into a single structure called eStream Set suitable for uploading to the eStream Servers.

## Data type definitions

The Package Manager doesn't have any internal data types. It must accept and understand data structures received from the Install Monitor and the Profile Manager. See Install Monitor and Profile Manager components for the description of the data structures.

The Install Monitor is responsible for generating the following list of information: list of copied-files, list of spoof-files, list of files with file numbers, list of add registry entries, and list of delete registry entries. The list of copied-files contains the files copied into

non-application specific directories. The list of spoof-files consists of the files too large to be downloaded to the client in the AppInstallBlock. Those files are copied into some special directory on the Z drive for streaming. The list of files with file numbers consists of the files copied into the standard "Program Files" directory and the files that will be spoofed. The registry information is a list of registry key added or removed during the installation of the application.

```

Struct FileIndexTable {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING FilePathName;
        ULONG FileNumber;
    } Entries[NumEntries];
};

Struct FileCopied {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING FilePathName;
    } Entries[NumEntries];
}

Struct FileSpoofed {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING OldFilePathName;
        PUNICODE_STRING NewFilePathName;
    } Entries[NumEntries];
};

Struct RegistryInfo {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING KeyName;
        PUNICODE_STRING ValueName;
        PVALUE_DATA ValueData;
    } Entries[NumEntries];
};

Struct IniInfo {
    UINT NumFiles;
    Struct FileEntry {
        PUNICODE_STRING FilePathName;
        UINT NumSections;
        Struct SectionEntry {
            PUNICODE_STRING SectionName;
            UINT NumValues;
            Struct Entry {
                PUNICODE_STRING ValueName;
                PVALUE_DATA ValueData;
            } Entries[NumValues];
        } Entries[NumSections];
    }
};

```

```

    } Entries[NumFiles];
};

```

The Profile Manager generates AccessCounts and the PrefetchBlocks data with the structures shown below.

```

Struct AccessCounts {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING FilePathName;
        ULONG Frequency;
    } Entries[NumEntries];
};

Struct PrefetchBlocks {
    UINT NumEntries;
    Struct Entry {
        PUNICODE_STRING FilePathName;
        ULONG BlockNumber;
    } Entries[NumEntries];
};

```

The eStream Set has the following data structure (described in more detail in the separate eStream Set document):

```

Struct eStreamSet {
    Struct eStreamSetHeader header;
    Struct eStreamSetRVT rvt;
    Struct eStreamSetSOFT soft;
    Struct eStreamSetCAF caf;
};

```

## Interface definitions

### Function 1 : CreateEStreamSet

```

// Create the initial eStream Set from the data
// retrieved from the Install Monitor and the
// Profile Manager.
// This function is called only by the Builder
// UI after data is obtained from Install
// Monitor and Profile Manager.
int CreateEStreamSet(
    IN PFILE_INDEX_TABLE FIT,
    IN PFILE_SPOOFED SpoofFiles,
    IN PFILE_COPIED CopiedFiles,
    IN PREGISTRY_INFO AddRegistry,
    IN PREGISTRY_INFO RemoveRegistry,
    IN PINI_INFO IniInfo,
    IN PACCESS_COUNTS AccessCounts,
    IN PPREFETCH_BLOCKS PrefetchBlocks,

```

## eStream Builder Package Manager Low Level Design

```
IN PVOID DllCode,  
IN PUNICODE_STRING Comment,  
OUT PESTREAM_SET EstreamSet)
```

### Input:

FIT: File Index Tree contains the file number of the directories, spoofed files, and standard files

CopiedFiles: pointer to a list of files  
To be copied to AppInstallBlock

SpoofFiles: pointer to a list of files  
To be spoofed on the client

AddRegistry: pointer to a list of registry  
Data to add

RemoveRegistry: pointer to a list of  
Registry data to remove

IniInfo: pointer to a list of ini changes

AccessCounts: pointer to the list of  
Files with the access frequency

PrefetchBlocks: pointer to the prefetch data  
To be inserted into the appInstallBlock  
Of the eStream Set

DllCode: pointer to DLL Code

Comment: pointer to comment string

### Output:

EstreamSet: pointer to the eStream Set

### Return Value:

Success or failure of the packaging process

### Comments:

The eStream Set will be large for most application. Intermediate data will be stored on the local hard-drive.

### Errors:

OutOfStorage: failure to find enough storage  
For this eStream Set

FileNotFound: failure to find the files  
Specified by either ListCFiles or  
ListZFiles

## Function 2 : UpgradeEStreamSet

```
// Upgrade the eStream Set to the latest  
// version. This function is only called by  
// the Upgrade Manager within the same process.
```

```
int UpgradeEStreamSet(  
    INOUT PESTREAM_SET EstreamSet,  
    IN PFILE_INDEX_TABLE UpgFIT,  
    IN PFILE_SPOOFED UpgSpoofFiles,  
    IN PFILE_COPIED UpgCopiedFiles,  
    IN PREGISTRY_INFO UpgAddRegistry,  
    IN PREGISTRY_INFO UpgRemoveRegistry,  
    IN PACCESS_COUNTS UpgAccessCounts,  
    IN PPREFETCH_BLOCKS UpgPrefetchBlocks,  
    IN PVOID UpgDllCode,  
    IN PUNICODE_STRING UpgComment)
```

### Input:

UpgFIT: File Index Tree contains the file  
number of the directories, spoofed  
files, and standard files

UpgCopiedFiles: pointer to a list of files  
To be copied to AppInstallBlock

UpgSpoofFiles: pointer to a list of files  
To be spoofed on the client

UpgAddRegistry: pointer to a list of  
Registry data to add

UpgRemoveRegistry: pointer to a list of  
Registry data to remove

UpgAccessCounts: pointer to the list of  
Files with the access frequency

UpgPrefetchBlocks: pointer to the prefetch  
Data to be inserted into the  
AppInstallBlock Of the eStream Set

UpgDllCode: pointer to DLL Code



## eStream Builder Package Manager Low Level Design

UpgComment: pointer to comment string

Output:

EstreamSet: pointer to the eStream Set

Return Value:

Success or failure of the packaging process

Comments:

The eStream Set will be large for most application. Intermediate data will be stored on the local hard-drive.

Errors:

OutOfStorage: failure to find enough storage  
For this eStream Set

FileNotFound: failure to find the files  
Specified by either ListCFiles or  
ListZFiles

### Function 3 : InsertProfileData

// Insert profile and prefetch data into the  
// eStream Set. This function is only called by  
// the Merge Manager within the same process.

```
int InsertProfileData(  
    INOUT PESTREAM_SET EstreamSet,  
    IN PACCESS_COUNTS AccessCounts,  
    IN PPREFETCH_BLOCKS PrefetchBlocks)
```

Input:

EstreamSet: pointer to old eStream Set  
Before the insertion of the profile  
Data

AccessCounts: pointer to the list of  
Files with the access frequency

PrefetchBlocks: pointer to the prefetch data  
To be inserted into the appInstallBlock  
Of the eStream Set

Output:

EstreamSet: pointer to the new eStream Set

Return Value:

Success or failure of the insertion process

Comments:

The eStream Set will be large for most application. Intermediate data will be stored on the local hard-drive.

Errors:

OutOfStorage: failure to find enough storage  
For this eStream Set

FileNotFound: failure to find the files  
Associated with the prefetch blocks

## Component design

The pseudo-code for the function *CreateEStreamSet* is described below:

```
{  
    Create AppInstallBlock (AIB) from the following input files:  
        o SpoofFiles  
        o CopiedFiles  
        o AddRegistry  
        o RemoveRegistry  
        o Prefetch  
        o Comment  
        o DLLcode  
  
    Assign AppInstallBlock with a unique fileNumber given by the IM;  
    Record Root fileNumber in the first entry of Root fileNumber Table (RFT);  
    Move AppInstallBlock under the Root directory by adding a new entry in the  
        Directory structure;  
    Create a Concatenation Application File (CAF) header;  
    Create a Size Offset File Table (SOFT) header;  
    For each (file in FIT) {  
        If (file is a directory) {  
            Create the directory with new list of fileNumber, filename, and  
                Metadata;  
        } Else {  
            Find the file in the proper location on the HD;  
        }  
        Append the file or directory to the end of the CAF file;
```

## eStream Builder Package Manager Low Level Design

```
    Append the fileNumber, offset into CAF, and size of file in SOFT;  
  }  
  Archive CAF, SOFT, and RFT into a single eStream Set;  
  Return eStream Set;  
}
```

The pseudo-code for the function *UpgradeEStreamSet* is mentioned below:

```
{  
  Extract previous version PrevAppInstallBlock from eStream Set;  
  Create new AppInstallBlock with new FileNumber;  
  
  Extract PrevSpooFFiles and PrevCopiedFiles from PrevAppInstallBlock;  
  Divide the C-Files into SpooFFiles and CopiedFiles;  
  Add PrevSpooFFiles to SpooFFiles;  
  Add PrevCopiedFiles to CopiedFiles;  
  
  Extract PrevAddRegistry and PrevRemoveRegistry data from  
    PrevAppInstallBlock;  
  Add any unique ((UpgAddRegistry plus PrevAddRegistry) minus  
    UpgRemoveRegistry) in the new AppInstallBlock AddRegistry section;  
  Add any unique ((UpgRemoveRegistry plus PrevRemoveRegistry) minus  
    UpgAddRegistry) in the new AppInstallBlock;  
  
  Add UpgPrefetch data to new AppInstallBlock;  
  Add UpgDllCode data to new AppInstallBlock;  
  Add UpgComment data to new AppInstallBlock;  
  
  For each (directory in UpgFIT) {  
    If (any child fileNumber has changed) {  
      Create new directory with updated fileNumber;  
      Append file to end of Concatination Application File (CAF);  
      Append Size Offset File Table (SOFT) with new entry;  
    }  
  }  
  Append new AppInstallBlock to the end of CAF file;  
  
  Prepend Root FileNumber Table (RFT) with new Root entry;
```

```
Archive CAF, SOFT, and RFT into a single eStream Set;  
Return eStream Set;  
}
```

The pseudo-code for the function *InsertProfileData* is mentioned below:

```
{  
    // not needed unless merging of uploaded profile data is supported  
}
```

## Testing design

This document must have a discussion of how the component is to be tested.

- **Unit testing plans**

The plan for unit testing Package Manager includes the development of a driver program. This driver interfaces to the Package Manager and invokes the functions with different parameters. The list of possible cases is described below:

1. Test all interfaces by driving the input parameters with different type of add and remove registry values.
2. Test all interfaces by driving the input parameters by varying numbers of spoof and copied files.
3. Test all interfaces by driving the input parameters with some prefetch information.
4. Test all interfaces for meaningless input values from the IM and PM.
  - Prefetch block containing file number not assigned by IM.
  - IM assigning non-continuous file numbers.
5. Test upgrade interface for capability to detect and handle bad eStream Set gracefully.
6. Test upgrade interface and make sure it can detect overlapping file number assignments.
7. Test upgrade interface and make sure prefetch blocks are not referencing old file number from previous versions.

- **Stress testing plans**

- **Coverage testing plans**

- **Cross-component testing plans**

The output data from the Package Manager is called the eStream Set. This eStream Set is the input to a stand-alone test program called the *eStream Extrac-*

*tor.* The Extractor unpacks and ‘install’ the eStream Set into the local machine without an eStream client file system installed. This test is used to quickly verify that the eStream Set can be run on a pristine machine. Some of the possible variations of the Extractor test includes:

1. Non-default system variable names. I.e. %SystemRoot% set to “D:\Win” instead of “C:\Winnt”.
2. Non-default eStream FS drive letter. Use Y instead of Z.

## Upgrading/Supportability/Deployment design

The Package Manager logs all error messages to a predefined file common to all components of the Builder program. Every Builder component prints the error message along with its component name. This allows the user of the Builder program to quickly track down any problem during the Building of a new eStream Set.

## Open Issues

- Which Builder component creates the installation DLL when the application needs the custom installation code? Is a new component needed to create the custom DLL separately and insert into AppInstallBlock in the eStream Set as needed?

**Exhibit C15**

# eStream Set Format Low Level Design

*Sanjay Pujare and David Lin*

*Version 0.3*

## Functionality

The eStream Set is a data set associated with an application suitable for streaming over the network. The eStream Set is generated by the eStream Builder program. This program converts locally installable applications into the eStream Set. This document describes the format of the eStream Set.

**Note:** Fields greater than a single byte is stored in little-endian format. All strings are in Unicode unless specifically stated otherwise. The eStream Set file size is limited to  $2^{64}$  bytes.

## Data type definitions

The format of the eStream Set consists of 4 sections: header, Root Version Table (RVT), Size Offset File Table (SOFT), and Concatenation Application File (CAF) sections.

### 1. Header section

- **MagicNumber [4 bytes]:** Magic number identifying the file content with the eStream Set
- **ESSVersion [4 bytes]:** Version number of the eStream Set format.
- **AppID [16 bytes]:** A unique application ID for this application. This field must match the AppID located in the AppInstallBlock. Guidgen is used to create this identifier.
- **RVTOffset [8 bytes]:** Byte offset into the start of the RVT section.
- **RVTsize [8 bytes]:** Byte size of the RVT section.
- **SOFTOffset [8 bytes]:** Byte offset into the start of the SOFT section.
- **SOFTsize [8 bytes]:** Byte size of the SOFT section.
- **CAFOffset [8 bytes]:** Byte offset into the start of the CAF section.
- **CAFsize [8 bytes]:** Byte size of the CAF section.
- **VendorNameLength [2 bytes]:** Byte length of the vendor name.
- **VendorName [X bytes]:** Name of the software vendor who created this application. I.e. "Microsoft". Null-terminated.
- **AppBaseNameLength [2 bytes]:** Byte length of the application base name.
- **AppBaseName [X bytes]:** Base name of the application. I.e. "Word 2000". Null-terminated.

- **MessageLength [2 bytes]:** Byte length of the message text.
- **Message [X bytes]:** Message text. Null-terminated.

## 2. Root Version Table (RVT) section

The Root version entries are ordered in a decreasing value according to their file numbers. The Builder generates unique file numbers within each eStream Set in a monotonically increasing value. So larger root file number implies later versions of the same application. The latest root version is located at the top of the section to allow the eStream Server easy access to the data associated with the latest root version.

- **NumberEntries [4 bytes]:** Number of patch versions contained in this eStream Set. The number indicates the number of entries in the Root Version Table (RVT).

**Root Version structure: (variable number of entries)**

- **VersionNumber [4 bytes]:** Version number of the root directory.
- **FileNumber [4 bytes]:** File number of the root directory.
- **VersionName [32 bytes]:** Application version name. I.e. "SP 1".
- **Metadata [32 bytes]:** See eStream FS Directory for format of the meta-data.

## 3. Size Offset File Table (SOFT) section

The SOFT table contains information to locate specific files in the CAF section. The entries are ordered according to the file number starting from 0 to NumberFiles-1.

- **NumberFiles [4 bytes]:** Number of entries in this section.

**SOFT entry structure: (variable number of entries)**

- **Offset [8 bytes]:** Byte offset into CAF of the start of this file.
- **Size [8 bytes]:** Byte size of this file. The file is located from address Offset to Offset+Size.

## 4. Concatenation Application File (CAF) section

CAF is a concatenation of all file or directory data into a single data structure. Each piece of data can be a regular file, an AppInstallBlock, an eStream FS directory file, or an icon file.



**a. Regular Files**

- **FileData [X bytes]:** Content of a regular file

**b. AppInstallBlock (See AppInstallBlock document for detail format)**

A simplified description of the AppInstallBlock is listed here. For exact detail of the individual fields in the AppInstallBlock, please see AppInstallBlock Low-Level Design document.

- **Header section [X bytes]:** Header for AppInstallBlock containing information to identify this AppInstallBlock.
- **Files section [X bytes]:** Section containing file to be copied or spoofed.
- **AddVariable section [X bytes]:** Section containing system variables to be added.
- **RemoveVariable section [X bytes]:** Section containing system variables to be removed.
- **Prefetch section [X bytes]:** Section containing pointers to files to be pre-fetched to the client.
- **Profile section [X bytes]:** Section containing profile data. (not used in eStream 1.0)
- **Comment section [X bytes]:** Section containing comments about AppInstallBlock.
- **Code section [X bytes]:** Section containing application-specific code needed to prepare local machine for streaming this application
- **LicenseAgreement section [X bytes]:** Section containing licensing agreement message.

**c. EStream Directory**

An eStream Directory contains information about the subdirectories and files located within this directory. The information includes file number, names, and metadata associated with the files.

- **MagicNumber [4 bytes]:** Magic number for eStream directory file.
- **StringTable [4 bytes]:** Byte size offset to beginning of the string table.
- **StringTableLength [4 bytes]:** Byte size length of the string table.
- **ParentFileID [16+4 bytes]:** AppID+FileNumber of the parent directory. AppID is set to 0 if the directory is the root.
- **SelfFileID [16+4 bytes]:** AppID+FileNumber of this directory.
- **NumFiles [4 bytes]:** Number of files in the directory.

Fixed length entry for each file in the directory:

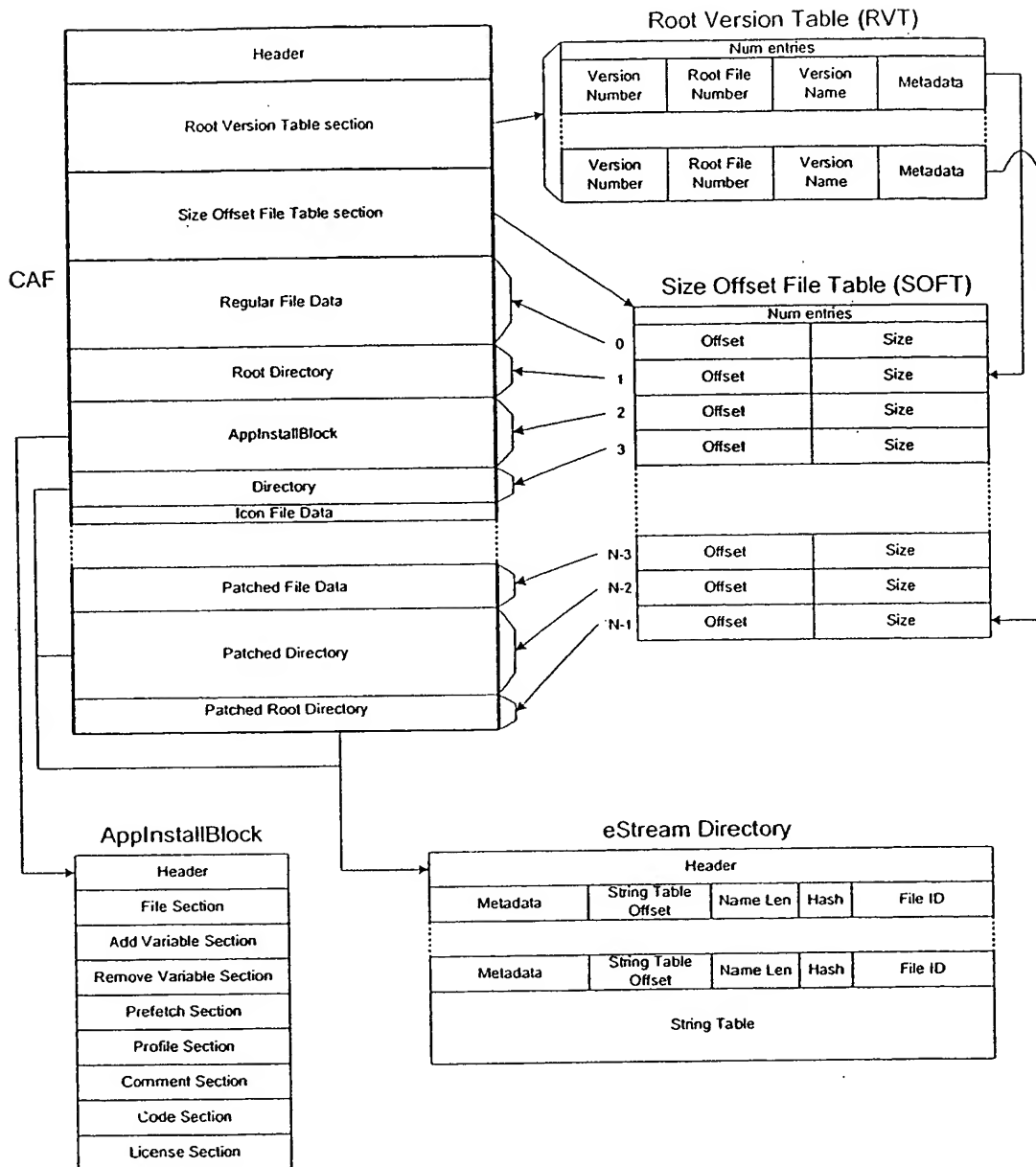
- **FileID [16+4 bytes]:** AppID+FileNumber of each file in this directory.
- **NameHash [4 bytes]:** Hash value of the file name. Algorithm TBD.

- **FileNameOffset [4 bytes]:** Offset where the file name is located, relative to the beginning of the string table.
  - **FileNameLength [4 bytes]:** Byte size length of the file name that is null-terminated.
  - **Metadata [32 bytes]:** The metadata consists of file **byte size** (8 bytes), file **creation time** (8 bytes), file **modified time** (8 bytes), **attribute flags** (4 bytes), **eStream flags** (4 bytes). The bits of the **attribute flags** have the following meaning:
    - **Bit 0:** Read-only – Set if file is read-only
    - **Bit 1:** Hidden – Set if file is hidden from user
- The bits of the **eStream flags** have the following meaning:
- **Bit 0:** ForceUpgrade – Used only on root file. Set if client is forced to upgrade to this particular version if the current root version on the client is older.
  - **Bit 1:** RequireAccessToken – Set if file require access token before client can read it.
  - **Bit 2:** IsDirectory – Set if the file is a eStream Directory.

**d. Icon files**

- **IconFileData [X bytes]:** Content of an icon file.

## Format of the eStream Set



v02

## Open Issues

- Where is the metadata associated with the Root directory located? Currently, root metadata is located in the root version table. All other files and directory metadata can be found in their parent directory.

**Exhibit C16**

# eStream App Server Low Level Design

Version 1.2

Sameer Panwar

## Functionality

First, some definitions:

*eStream page*: the smallest unit of data that can be requested by a client from an App Server. Proposed to be 4kB for eStream 1.0.

*page set*: simply, a sorted list of eStream pages, each identified by a File ID (i.e. AppID & File #) and page # (essentially an offset into the file). This set is restricted only in that all pages in the set must have the same AppID.

*client request*: a single self-contained message from a client requesting a page set from the server. Each server response to a client request can return a number of pages, and there is a maximum number of pages that the client can request in this message. (TBD, somewhere between 8 and 20 or so).

The primary job of the App Server is to service client requests for application data blocks. The App Server is designed to minimize the amount of CPU time it must consume to satisfy each client request, thereby maximizing scalability. Thus, authentication is performed by a simple expiration time check of an AccessToken provided by the client, and compressed application data is saved persistently.

The App Server serves data derived from eStream Sets. To decouple the performance needs of the App Server from the Builder, we should have a post-processing tool that converts the flat, uncompressed eStream Sets as provided by the Builder into a precompressed format suitable for memory mapping, if the App Server is configured to serve compressed bits. Also, a profiling part of the App Server can be used to monitor for common page sets, and then assemble more optimized replies, which compress the set of pages together as a unit, to take advantage of improved compression ratios. These replies can be stored on disk to save time in rebuilding them each time the server is started up.

The App Server (AS henceforth) views an eStream Set as simply a set of files, and knows no further underlying structure. Thus an eStream Set contains at the start a table (FOST) indexed by File #, and providing the offset into the eStream Set where the associated file data begins, and the size of the file. So the AS just takes the client request of (AppID, File #, Page #, no. of pages), maps AppID to an eStream Set and looks up in the FOST table (File/Offset/Size Table) to find the requested data.

This works slightly differently when the eStream Set file has been pre-compressed by the post-processing tool. The resulting image is the same as before, except now the FOST points to another table, the POST (Page/Offset/Size Table). Because the compressed pages will be of different sizes, this table must be indexed by the Page # to find the relative offset and size of the compressed page data for the file. Thus if an AS is not configured for data compression, the main difference in behavior is that it doesn't do a POST lookup and it doesn't care about coalescing page sequences.

## Data type & Data structure definitions

Processed eStream set – this structure is kept on disk and never changes after installation. It looks like:

```
struct {
    ApplicationID appID;    /* for reference, is a 128-bit GUID, see ECM
LLD */
    uint32 maxFileNo;
    boolean compressed_flag; /* indicates whether the AppFiles are com-
pressed, though maybe we should do it differently? */
    FOST_Entry FOST[<maxFileNo>];
    uint8 appData[<sum of all AppFile sizes, which are variable>];
} ProcessedEstreamSet;
```

Since the files in the application are of variable size, we can't make a table out of them, and must indirect out of a table (indexed by the File #) to find their offset location inside the AppData buffer.

```
struct {
    uint32 offset;
    uint32 size;
} FOST_Entry;
```

When the processed eStream set is compressed, then we use the AppFileCompressed structure at the offset indicated by the FOST, otherwise we interpret the data as just AppFile. The AppFileCompressed structure starts with a table that indicates the size and offset of the compressed data that belong to the page it was indexed by.

```
struct {
    uint8 fileData[<size from FOST_entry>]
} AppFile;

struct {
    POST_Entry POST[<number of pages, derived from size from FOST_Entry>];
    uint8 fileData[<sum of all FilePage sizes, which are variable>];
} AppFileCompressed;

struct {
    uint32 offset;
```

```

    uint32 size;
} POST_Entry;

```

This covers all the structures that live on disk. When we mmap-per-file, that means we make multiple mappings out of a single ProcessedEstreamSet file, at different offsets, one for each file.

Now, for the in-memory data structures (assuming per-file-mmapping):

The primary lookup will be a hash table, hashed on the AppID and FileNo. It should have on the order of 10,000 entries, each table entry containing a list of entries (for collisions). Each list entry contains:

```

struct {
    ApplicationID appID;
    uint32 fileNo;
    uint32 size; /* size of the mapped Appfile */
    MMap fileMap;
    HTListEntry * next;
} HTListEntry;

```

The Mmap struct just contains any OS-specific-related stuff to manage the mappings, plus a field `char * ptr`, which points to the place in memory that the AppFile (or AppFileCompressed) is mapped. So the hash table looks like:

```

struct {
    HTListEntry * entry[<size of hash table>];
} MMapHT;

```

Hash function is TBD. The hash table should be statically sized large enough to handle the full number of eStream sets up to the maximum memory we will support. Assuming 32 bytes being used per entry, that implies about 1 MB to handle 30k files, which is no problem. (Maybe we should reserve entries for 100k files or more?)

Configuration: Each AS must obtain configuration data, either directly from the database or from the monitor in its startup message. The required data is (with the config param names and datatypes):

AppList	vector of ApplicationID's (128-bit GUIDs)
ServerPort	uint16
MonitorPort	uint16
SLIMKey	uint (size TBD, depends on actual algorithm)
ClientTimeOut	uint32
CompressionFlag	uint32

Network communication: The AS talks only to clients and the server monitor via the network. The server monitor communication will be described as part of the monitor heartbeat protocol. The AS-client communication will be described in a separate docu-

ment. The AS will time-out and close connections that have been idle for some amount of time (a few seconds).

[maybe combine multiple responses into a single send socket call (will only work for TCP probably, since proxies won't like multiple server responses)?]

## Interface definitions

The AS is optimized to do one thing only: serve pages from the read-only file system part of eStream, so there is just one interface with the client. Anything the client can care about in an eStream set is just another file to the AS, including the AppInstallBlock, and directories/metadata. The AS only returns the data the client requested, nothing extra.

```
struct {
    uint32 fileNo;
    uint32 pageNo;
} PageRequest;

struct {
    uint32 errorCode;
    uint32 compressedFlag;
    uint32 fileNo;
    uint32 pageNo;
    uint32 offset; /* offset into pageData below */
    uint32 dataSize;
} PageReply;
```

### PageReadRequest

Caller: Client  
Callee: AppServer

Input:	uint32	appId;
	eStreamAccessToken	accessToken;
	uint32	numPagesRequested;
	PageRequest	pageSet[(numPagesRequested)];
Output:	uint32	numPagesRequested;
	PageReply	pageSetReply[(numPagesRequested)];
	uint8	pageData[(sum of all page data)];
	uint32	globalErrorCode;

Global Errors: INVALID\_ACCESS\_TOKEN  
EXPIRED\_ACCESS\_TOKEN



INVALID\_APP\_ID  
EXCEEDED\_MAX\_REQUESTABLE\_PAGES

Errors within

PageReply: INVALID\_FILE\_NO  
INVALID\_PAGE\_NO  
SERVER\_ERROR (probably should be logged, and should cause an alert if too many occur in some time period, including errors that don't get returned to the client.)

AppServers don't ever talk to the database (it would be a waste of licenses considering the number of AppServers we'd have and their infrequent accesses). Instead, they obtain all their relevant control information from the server monitor.

The exact interfaces are TBD, but from the monitor they will provide configuration information, AppServer state change requests, and add/remove requests to the list of apps being served. Going back from the AppServer to the monitor, it will report load (average response time) on a per app basis, and server state, along with the heartbeat.

## Component design

Interesting issues to deal with:

### Scalability/Performance

Since scalability (and thus performance) is critical for the AS, let's go over how CPU and memory are used.

#### Memory

Performance is maximized when virtually all client requests can be satisfied by retrieving the desired pages from RAM, because RAM is far faster than disk. Thus the amount of RAM available will put an upper bound on the number of apps that a single AS can serve efficiently. Since server RAM won't grow as fast as the total size of all apps available as eStream sets, this means we'll have to heterogenize servers, where each server specializes in a subset of apps, limited by available RAM. For eStream 1.0, this component of AS configuration will be handled manually, the eStream administrator assigning apps to servers. In the future, the set of App Servers should automatically reassign apps dynamically to balance load.

But this is just one level of memory, committing RAM to a set of apps. There still remains the question of how to best utilize that RAM for each app, since some files are used far more often than others. This immediately means that for efficiency we must overcommit RAM, because if we allocate an entire eStream set into RAM, we're using precious resource to hold data that may be requested only very rarely. Instead of having to manage our physical RAM manually to accomplish this (such as with a cache), an easier approach would be to take advantage of virtual memory (VM) to automatically keep

the hot pages in RAM, with the remainder available (again **automatically**) off disk (via memory mapping the eStream sets). That way the server can satisfy any possible client request for any app it serves, but is optimized to be the most efficient over all clients. But this only works if enough VM is available. (Time for some back-of-the-envelope numbers.) Given that an app seems to have something like only 20% of it being hot (from our current limited data from the prototype), this means VM must be at least 5x of RAM for maximum efficiency. Given that a process has about 2 GB addressable VM, this corresponds to about 400 MB of RAM. Beyond that size (which is not uncommon), we don't have enough VM to efficiently overcommit our memory (by mmaping entire eStream sets). So now our choice is to either manually manage a memory cache (and all the attendant coding, bugs, etc.), or to mmap at a finer granularity.

Note that the effective virtual memory required by an app is increased when compression is used, to handle the extra compressed page sets. They'll probably double or triple the RAM footprint by hot pages (due to redundancy), but only increase the overall VM footprint by 1.2 – 1.5. The consequence of this is that the overcommit ratio goes down to  $1.5 / (3 * .2) = 2.5$ , though the amount of apps servable is reduced to 1/3 (!!). Now 2 GB virtual address space corresponds to 800 MB of RAM. This means we should be able to just memory map entire eStream sets, up to 2 GB worth, and be confident we're utilizing RAM efficiently, assuming the server has about 800 MB of RAM. A server with less RAM will likely thrash, and those with more will likely see little improvement in the number of apps they can serve via memory mapping.

A loss of 2/3 in the number of apps an AS can serve I think is too great a sacrifice, too great a loss in app scalability (need 3x the number of servers as before!) for what is about a 15-30% greater effective bandwidth at the client. The root of this problem is the redundancy (costly in physical memory), because the compressed page sets will contain the same page in multiple sets. This is similar to the redundancy that appears in trace processors and dynamic translation, which places extra memory demands in both those cases. I think we must completely eliminate this redundancy to achieve the goals we desire, either by (1) not using compressed page sets, and just sending multiple individually compressed pages, or (2) ensuring a page appears in only one compressed page set. [There further potential loss of effective memory size when using compressed page sets since they'll be allocated in 4k chunks, thus wasting about 2k on average; we'd have to batch them up together in files to minimize this... Also, saving the compressed page sets to disk introduces extra complexity to the AS because we'd have to properly handle recovery (i.e. what if the system crashes while we're writing the sets, which if we're memory mapping is totally out of our control). Because of this robustness requirement, and the fact we need to be 100% sure we're serving good bits (lest we crash a bunch of clients), this needs to be thought out very carefully if we want to do this. My opinion is that we should defer implementing compressed page sets until we better understand the tradeoffs, and good profiling schemes. In particular, will the AS be mostly bandwidth-limited, memory-limited or CPU-limited?]

Separately from this, we should consider the effect of per-file memory mapping (ignore the compressed page sets now). This has the impact of requiring many more mmap's

from the OS, but promises better use of the limited virtual address space. In this scheme, we mmap each file into VM as it is referenced by a client. If only hot files are referenced, then the RAM footprint is the same as before, but VM is only used for the hot files, not the entire app, probably about 30-50% greater in size. Thus the overcommit ratio then becomes 1.5, much better than the 5 with full app mmaping. So 2 GB of VM corresponds to 1.3 GB of RAM, much better than the 400 MB with full app mmaping. However, this assumes that VM is used in a cache-like manner, evicting not recently used mmap's, since as uncommon files are referenced, they eat up more and more VM. Once VM is totally used up, then replacement policies and eviction (and fragmentation of virtual address space) become issues, just as with a manually managed cache. One solution is to simply purge all mmap's and start from scratch, which is simple and reliable, especially considering the AS is multithreaded (if this is done, the above analysis doesn't hold, and performance becomes a function of how often VM is cleared). Another possibility might be to use the profiling mechanism and only place sufficiently popular files in mmaps and do regular file system accesses for the rest.

Of course, the alternate option for managing physical memory is to know its size, and manage a cache manually. One advantage here is that the AS would know the physical memory consumption and usage (unlike when the OS was handling everything), which may help with load balancing. The main advantage is that there are no artificial limits (overcommit ratio is irrelevant), and only physical memory size is the true limit, and this approach can map any number of eStream sets (with any size of files) to any amount of physical memory up to the virtual address size (4 GB). Then memory management becomes an issue (what do you do once all your RAM is full), which can be painful in a multithreaded environment. Again, we can just invalidate the whole cache as an option, but this will probably happen more often than with the per-file-mmapping case, unless RAM is greater than the maximum that the per-file-mmapping approach can handle. If the wholesale cleanup approach is used, then allocating fixed size chunks may not be needed, and we could potentially get better memory usage by packing compressed pages more tightly (e.g. 16-byte aligned vs. 4kB aligned), which is another potential advantage. Maybe instead of wholesale cleanup, we mark the most commonly used pages, and then just compact those and dump the rest (say 50%). The main issue with this approach is potential redundancy with respect to the OS disk cache (which is shared in the mmap approach), and assumption that our caching policies will be better than the OS's. Also, lookups get messier, since we need a bigger lookup table to index via page # as well.

Yet another option is to use multiple processes instead of multiple threads, one process per app being served, thereby releasing us from the 2 GB VM limitation. However, this introduces the issue of multiplexing requests from the network via IPC, and more load on the server monitor. On x86 NT, a Very Large Memory feature is available that can provide 36-bit addressing per process; we may want to use this even though it won't be available on regular Unices (and probably not x86-linux).

In summary: per-eStream-set-mmapping is probably too wasteful of virtual address space. Per-file-mmapping is much better, but then memory management becomes an issue, suggesting a simple throw-away-and-start-over solution. However, given that solu-

tion, if a lot of physical memory is desired, a manual cache approach may be better (the better packing should overcome any loss due to redundancy with the OS disk cache). Compression of page sets invokes several issues that probably can't be fully addressed until after 1.0. **Bottom line: the target now for 1.0 is to use per-file-mmapping with per-page compression (but no compression of page sets).** Also, we should instrument the system to allow us to easily collect the relevant data (mem usage, CPU load of different routines, etc.) to help guide us in further evolution of the system to improve performance (e.g. compressed page sets or explicit page cache).

## CPU

The main work of the CPU is as follows (encryption is assumed to be done by hardware since its CPU impact is severe):

1. OS system call to retrieve request from network.
2. Decode client request.
3. Validate AccessToken.
4. Lookup AppID, File # in primary lookup hash table. (If mmapping eStream sets, instead lookup in App table, then lookup in FOST).
5. If mmapping then (if uncompressed, no further lookup, if compressed, then lookup in POST to find page and size), if explicit cache then look in B-tree (secondary lookup).
6. If lookup fails, then bring in the data off disk (either mmap or file system call).
7. Copy page data to reply buffer.
8. OS system call to send reply to network.

However, if compressed page sets are used, lookups get more complicated, with a different set of tables to check for an appropriate page set first (and lookup failures incur potential decompression/compression). It appears the least amount of CPU time is probably incurred when doing per-file-mmapping. All pages held in memory are kept in compressed form to save repeated compression of the same data, so pretty much all the work is in lookups and memory copies. Potentially the AccessToken validation will use hardware assist. Lookup failures (i.e. having to go to disk) should be relatively uncommon, and memory should be sized to ensure that.

However, since the AS will run in user mode, this incurs the penalty of two extra copies (from the network buffers) and switching between kernel and user mode twice. If this is enough of a problem, we'll have to consider implementing the AS to run in the kernel (all commercial NFS, etc. implementations run in the kernel), which means we should choose our implementation to be compatible with that approach. In particular, we may not be able to rely on the virtual address space not being fragmented, so mmapping full eStream sets may be impossible. Plus robustness of the server becomes even more important, and portability issues arise. For the 1.0 release, we plan to implement the AS in user mode keeping the possibility of moving to kernel mode in the future, and will collect data from 1.0 (or derived prototype) to evaluate the actual benefits.

Disk: Since we are relying heavily on the common pages being in memory, we could possibly even consider storing the processed sets on a network disk, i.e. remote from the app server itself. However, such sharing won't work well for compressed page sets since

they are written to at runtime—it would be extremely messy to handle dozens of app servers trying to add many compressed page sets (possibly the same) to a set of shared files.

### **Multithreading model**

The approach will be to have a single boss thread which pulls things out of the network port and stuffs client requests into a queue and a bunch of worker threads which grab requests and send back the replies. Simple enough, but this raises the issue of thread control, since the boss also needs to be able to handle threads that die or hang and kill and restart them. The boss thread will monitor the worker threads and provide load/heartbeat info to the monitor through the server manager thread, thus giving visibility to the server monitor of the health of all the worker threads.

### **Load balancing**

To be described elsewhere? (appears in SLiM server LLD)

### **Security**

There are two levels of security involved in the AS. First, we must prevent clients who don't hold valid licenses from gaining access to the licensed binaries. This is accomplished by the client obtaining an AccessToken from the SLiM server and presenting it to the AS upon every request. The AS can then use the SLiM server's public key to test the authenticity of the AccessToken (to protect against forgeries), and then can test the authentic expiration time of the AccessToken. Second, we must encrypt the actual data being sent on the wire to prevent third parties from gathering the binary data covered by the license. Since the data coming out is somewhat obfuscated anyway (files are identified by arbitrary IDs, with our own strange message formats and compression and all in random pieces, etc.) it is not clear how much extra protection is really necessary, i.e. what do the license issuers actually want? We should use a common scheme like SSL to perform this encryption. It has been decided that the encryption load for this would be too great, and thus the data send back will be unencrypted. We may use SSL for authentication purposes only (i.e. null-cipher), if that is cheap enough.

Also, a possible optimization for checking AccessTokens would be to cache recently used AccessTokens along with a signature/hash. If a token presented by a client matches, then we can skip the authentication step (since we've done it once already) and just check the expiration time.

## **Robustness**

The AS must be very robust. It must catch OS call errors and handle/log them as appropriate, and deal with threads that hang or die. Thus it needs to aggressively check for error conditions and possible failure modes. The AS also needs to track relevant resources (e.g. sockets, memory) and carefully manage/reclaim them so as not to exceed any limits or to degrade performance. And of course, the AS needs to check all data coming in from the client, to deal with ill-formed requests, and illegal values (e.g. huge negative indexes, etc.), and perform no potentially dangerous operation without validating parameters. This becomes even more important when we eventually move the AS to run in kernel mode. The AS also needs to be as stateless as possible, to minimize recovery time, and if it does perform writes to disk (such as for the compressed page sets), do so in a reliable fashion conducive to quick recovery. Any unreliability in the AppServer will negate any benefit of scalability we have over our competitors.

## **Testing design**

This document must have a discussion of how the component is to be tested. Some sub-sections could include:

### **Unit testing plans**

The various components of the AS are not too large or complicated: The request dispatcher (to worker threads), the hash table, the compression code, the AccessToken checking code, etc. These shouldn't be too hard to do reasonable testing on in isolation.

For the post-processor component, we'll have to build some sample Estream Sets as input, but it'll be hard to tell whether the output is correct without having a minimal working AS.

### **Cross-component testing plans**

The best approach will be to perform incremental implementation and testing. I.e. we build the core functionality that is required (i.e. can start with just regular i/o reads), and then add the more performance-related stuff later (adding mmaping, and then the hash table & AccessToken checks), while testing the entire system as pieces are gradually added (of course performing sanity-check and other minimal testing on the pieces first if possible). Compression can be added last.

To actually drive the AS, we'll need a test client, which will be designed to just shoot off a series of read requests to the server. The file data returned could then be written to files, and this can be compared against the original set of files used to create the Estream Set we started with, to check that the data was received properly. For checking error conditions, a log of errors can be written and compared against a reference log for those requests we expect to fail.

### Stress testing plans

To accomplish this, we should run multiple independent test clients (on the same machine and on different machines), and increase the frequency of requests (to stress the AS's threads and synchronization, and communication routines), and the number and size of files referenced (to stress the hash table and memory). Each test client can then check whether the data and errors it got back were as expected, like in the above subsection.

### Coverage testing plans

Should we use some kind of code coverage tool for this?

### Performance testing plans

Since performance is critical, we should take the time to evaluate the AS's performance characteristics. We need to crank up our stress testing until either bandwidth or CPU saturates, and record the request rate that generated it. We should compare how this point responds to high numbers of clients with fewer requests per client vs. fewer clients with higher requests per client. We'll need to profile the system to find bottlenecks to tweak more performance out of it, and learn how well our original design assumptions hold up. Depending on whether CPU or bandwidth (or memory) saturates first, we may want to modify the system's tradeoffs to improve scalability further, and otherwise note which components a customer should upgrade for better performance. Also, if we think we can come up with reasonable client access pattern profiles, we may want to use those to estimate the actual number of real-world clients an AS can support. As part of this, we'll probably want to run the AS in-house once it is mature enough (eat our own dogfood), and then farm out app upgrades, etc. (play out some of our scenarios) and see what happens to the AS's (do they choke or what).

### Availability testing plans

We will also need to test our failover and load balancing capabilities. This will require several test machines with the monitor in place to start and stop servers, and have clients be aware of multiple AS's and respond appropriately when an AS stops responding. For load balancing, we'll probably want a bunch of test clients with a variety of access patterns and see how well their requests are distributed.

## **Upgrading/Supportability/Deployment design**

App Servers will possibly need to version their interface with clients (requiring clients to state the version they're expecting), but will also need to support older versions. We may also modify the Estream Set format (or just the processed set format), but that should be handled by upgrading both the AS and post processor and then regenerating the processed sets.

For supportability & deployment, the AS will report error conditions and load to the server monitor, which is used by the customer.

## Open Issues

1. Is there a limit to the # of possible mmmaps?
2. Is there a single system call to unmap all mmmaps?



**Exhibit C17**

# eStream 1.0 CORBA Centric Server Framework

Authors: Amit Patel, Bhaven Avalani, Michael Beckman

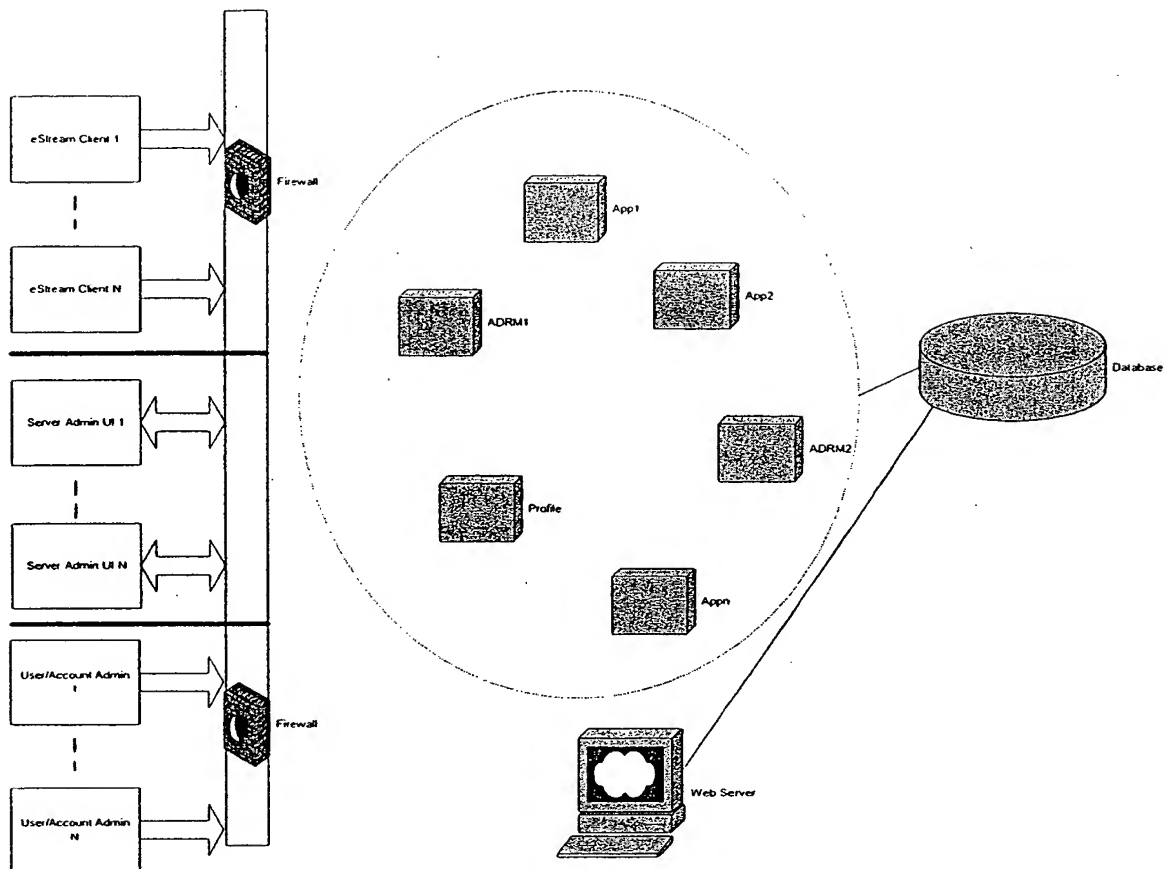
Omnishift Confidential

**Abstract:** The following document presents a server framework based on CORBA for eStream 1.0.

**Descriptions:** eStream 1.0 is a distributed server environment. CORBA provides a cross-platform cross-language distributed system solution. The high level essential features of the CORBA framework are listed below.

- **Messaging Support.** How do the servers and clients, servers and servers talk with each other. CORBA provides mechanism for inter-object communication on a variety of protocols (IIOP, GIOP, IIOP over HTTP).
- **Distributed Object Management.** This essentially is useful for management and monitoring in eStream as the client side objects eStream supports are fairly simple. However for management and monitoring all servers need to provide objects which advertise the health of the system.
- **Services:** Corba provides a variety of services for a distributed system.
  - **Naming Service.** Helps maintain the location of objects in the systems. This is very useful for server management tools.
  - **Event Service.** Useful for Alarms etc.
  - **ORB service.** Used for server configuration, server state. It has the capability to stop/start servers.
  - **Security service.** Useful to access control and encryption services.
  - **Distributed Transaction Support.** Probably not relevant to our framework.

The following diagram illustrates the eStream architecture at a very coarse level.

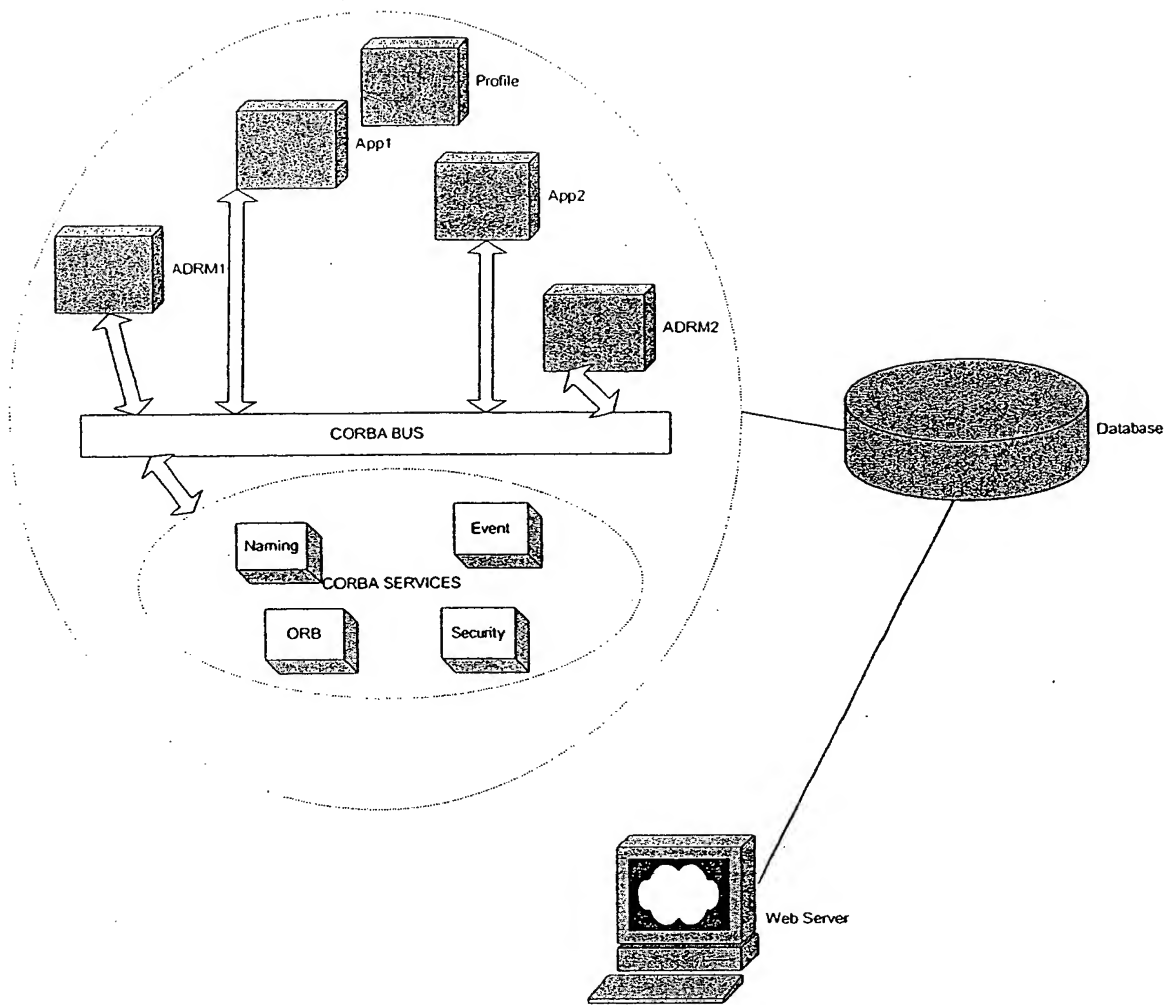


Listed below are the objects in our system and the data they manipulate.

CLIENT	DATA	LOCATION
eStream Client	Account/User/Subscription Information	RDB/LDAP
	EStream Sets	File System/RDB
	Server Information(Location of ADRM, APP, Profile etc)	???
User/Account Management Client	Account/User/Subscription Information	RDB/LDAP
	Server Information(Location of ADRM, APP, Profile etc)	???
Server Administrator Client	Server Information(Location of ADRM, APP, Profile etc)	???
	Real time/Heart Beat	???

	status of the servers	
	Load information for the servers	???
	Configuration information for servers	???
Servers (as Clients)	Static Configuration of other servers in the system. Give me a server which serves Word.	???
	Dynamic Configuration of other servers in the system. Heartbeat and the load are examples of this information.	???
	Load/Logging/Alarm Information. Log this access. Write down my load. Raise this alarm to the administrator.	???

The question marks in the table above are transient data which characterizes the current state of the servers in the system. A CORBA based system will solve this problem using the following server architecture.



The management client in this scenario will essentially talk to the CORBA system to get any information of the servers in our system.

Listed below are the pros and the cons for a CORBA based system.

#### PROS:

1. A well-defined and proven server framework.
2. Cross platform support.
3. Lot of services is available for free. Alarm, Management, Load Balancing.
4. Distributed. The objects in the system are inherently distributed and hence more scalable.
5. High performance system. Transient data about the system is stored in transient storage and hence data accesses are fast.

6. Tools and services are available for free. Example: A distributed transaction support system is available and may be useful for eStream in the future.
7. Server management and Alarm tools are easily available.

CONS:

1. Vendor Lock in. Visigenix and Iona are primary vendors with their own set of quirks. Both do not have a good history of migration support. (Partly due to the CORBA standard evolving very rapidly).
2. In house expertise.
3. The cost of the solution may be too high. (Need to investigate on this).
4. May a very complicated solution for a simple problem.